No.1 FOR PLAYSTATION 2
PSM2
PLAYING PLAYSTATION 2 LONGER, HARDER
GT3
FIRST REVIEW! The verdict all gamers MUST read!
PENNZOIL
NISSAN
BRIDGESTONE
NEW SSX!
Just in: first shots and solid details!
TONY HAWK'S 3
World's first play – get our opinion now!
www.dailyradar.co.uk
ONLY IN PSM2
426 essential PS2 tips. Get every medal in STARFIGHTER and more...
30 stunning new shots from FINAL FANTASY 10 – epic in-game action!
"SMELL MY FEAR!"
REVEALED: The survival horror game that you have to play this summer...
RAZOR-SHARP REVIEWS
TAKEN APART: MTV Music Generator 2, Crazy Taxi, Rugby, Fur Fighters, more...
JUNE 2001 Issue #10
£3.99
future publishing
Media with passion

PlayStation 2

INFOGRAMES

BLOOD DONORS THIS WAY.

Give generously.

Pints are lost every day in the Unreal arena.
Tracer sights scan hungrily for scalps.
Whatever moves kills you. Better get armed.
Better get prepared. Standing still is suicide,
breathing is luxury, wits are your lifeline.

Unreal TOURNAMENT

THE GLADIATOR SPORT OF THE FUTURE

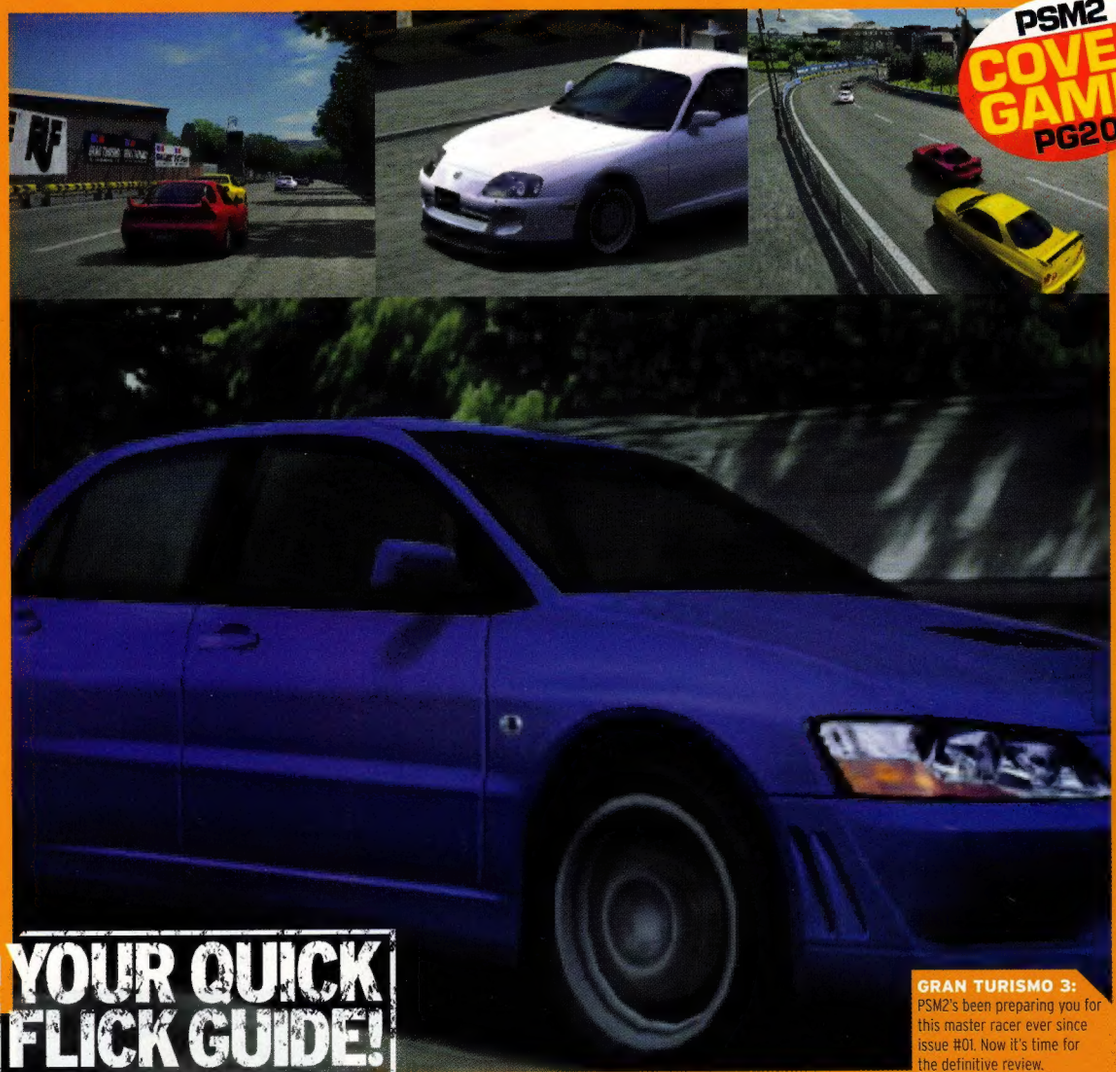
DIGITAL EXTREMES

EPIC GAMES

Unreal™ Tournament ©2001 Epic Games Inc. All rights reserved created by Epic Games Inc. in collaboration with Digital Extremes. Published and distributed by Infogrames. Infogrames and the Infogrames logo are trademarks of Infogrames. Unreal and the Unreal logos are trademarks of Epic Games Inc. All other trademarks are the property of their respective companies. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2



PSM2 COVER GAME! PG20

GRAN TURISMO 3: PSM2's been preparing you for this master racer ever since issue #01. Now it's time for the definitive review.

YOUR QUICK FLICK GUIDE!

GAME NAME	PAGE	SECTION
Ace Combat 4	44	Previews
All-Star Baseball 2002	78	Reviews
Armored Core 2	101	Tips
Army Men: Sarge's Heroes 2	101	Tips
Batman Vengeance	54	Previews
Bloody Roar 3	48	Previews
The Bouncer	103	Tips
Commandos 2	60	Previews
Crazy Taxi	64	Reviews
Devil May Cry	94	Features
Downforce 2	53	Previews
Dredd vs Death	34	Previews
Dune	55	Previews
EA Sports Rugby	76	Reviews
ESPN Snowboarding	53	Previews
Extermination	94	Features
Final Fantasy 10	30	Previews
Fur Fighters	72	Reviews
Gauntlet Legends	80	Reviews
Global Touring Challenge	55	Previews
Gran Turismo 3	20	Reviews
Hidden and Dangerous 2	61	Previews
Jungle Book Groove Party	75	Reviews
Klonoa 2	82	Reviews
Kuri Kuri Mix	74	Reviews
LMA Manager 2002	54	Previews
The Lost	53	Previews
MDK2 Armageddon	100	Tips
Medal of Honor: Frontline	62	Previews
MTV Music Generator 2	68	Reviews
007: Agent Under Fire	35	Previews
Onimusha Warlords	94	Features
Operation Winback	100	Tips
Prisoner of War	63	Previews
Quake 3 Revolution	112	Tips
Rayman M	53	Previews
Red Faction	38	Previews
Resident Evil Code: VC	94	Features
Ring of Red	79	Reviews
Robocop	56	Previews
Shadow Man 2	126	Interview
Shaun Palmer's Pro Snow	53	Previews
Silent Hill 2	46	Previews
Silent Scope 2	56	Previews
Smuggler's Run 2	35	Previews
SSX DVD	33	Previews
Star Wars: Starfighter	108	Tips
Stuntman	34	Previews
Summoner	116	Tips
Tekken Tag Tournament	102	Tips
Thunderhawk 3	52	Previews
Tony Hawk's 3	28	Previews
Wacky Races	50	Previews
World Champ Snooker	56	Previews

What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

THE ENTIRE TEAM'S BEING DRIVEN CRAZY BY A SIMPLE PS2 RACER. YOU MIGHT HAVE HEARD OF IT.

The utterly gripping *Gran Turismo 3* is a tarmac-chewing testament to the power of PlayStation 2. Like *SSX*, *Metal Gear Solid 2* and *ISS Pro Evo* before it, once our copy screamed in from Japan, it lured a large crowd every lunch hour. Even the most ardent PS2-phobes have been drawn to its gleaming wet tracks, incredible Rally mode and the perfectly engineered cars. This is a game which, at first glance, can so easily be mistaken for the real thing. No doubt you've already read our in-depth review. If you haven't, you owe it to yourself to turn to pg20.

Elsewhere this issue, we bring you the widest assortment of new PS2 reviews you'll get *anywhere*. Things kick off on pg64 with the essential PSM2 verdict on *Crazy Taxi*, followed by the awe-inspiring *MTV Music Generator 2*. Mix it all up with *Fur Fighters*, *EA Sports Rugby* and *Gauntlet Legends*, and you know there's something for everyone.

No doubt you'll have cracked open your shockingly action-packed demo DVD by now, and taken in the full gory of *Resident Evil* and *Devil May Cry*. PSM2's committed to bringing you the most exhilarating action from Japan's biggest games. Accept nothing less. **PSM2**

Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION 2 MAGAZINE
PSM2

CONTENTS

PLAYING PS2 LONGER, HARDER, FASTER

スカラシサ

タテイスカンチニシミモ

PSM2 COVER GAME

GRAN TURISMO 3:
"After ten months of hype, frustration and over-exposure, *GT3* was every bit as good as we imagined..."

PAGE 20 GRAN TURISMO 3

Here's where the previews stop. No more words of hope, or handfuls of new shots. This is the place where everyone'll find out exactly how good (or bad) *GT3* is.

RED FACTION.....**PAGE 38**
Hole lotta trouble as *RF*'s Geo Mod engine blasts off.

MTV MUSIC GENERATOR 2.....**PAGE 68**
Another essential buy arrives. Read our review now!

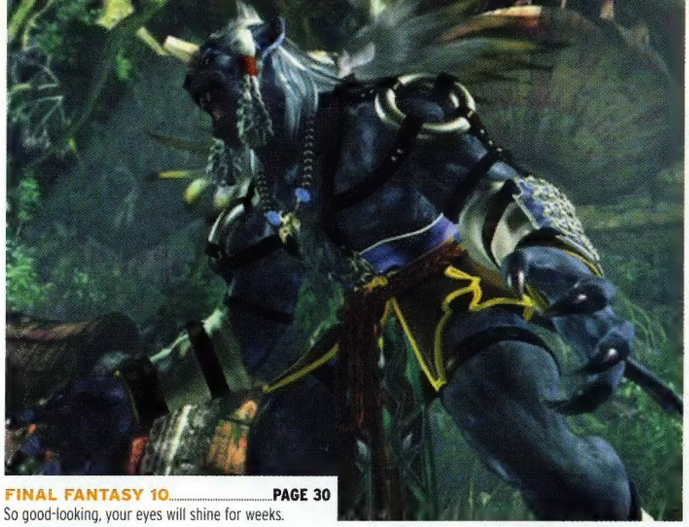
28
REVIEW-HEAVY PAGES GAGGING FOR YOU!
THE BINGE BEGINS ON PG62...

CRAZY TAXI.....**PAGE 64**
Fare's fair? Find out in the review that speaks the truth.

ACE COMBAT 4.....**PAGE 44**
Cool your jets with Namco's breathtaking sequel.

FUR FIGHTERS.....**PAGE 72**
Be surprised at just how good this shooter really is...

SILENT HILL 2.....**PAGE 46**
More grisly horror hot from the Tokyo Game Show.

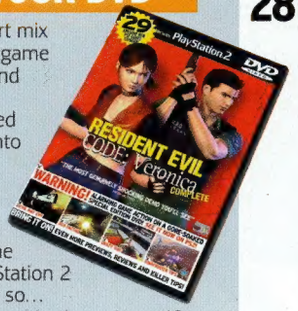


FINAL FANTASY 10.....PAGE 30
So good-looking, your eyes will shine for weeks.

WACKY RACES.....PAGE 50
Read our preview, then see it in action on the DVD.

STAR WARS: STARFIGHTER.....PAGE 108
Your complete, condensed guide to all the missions.

16 ON YOUR DVD

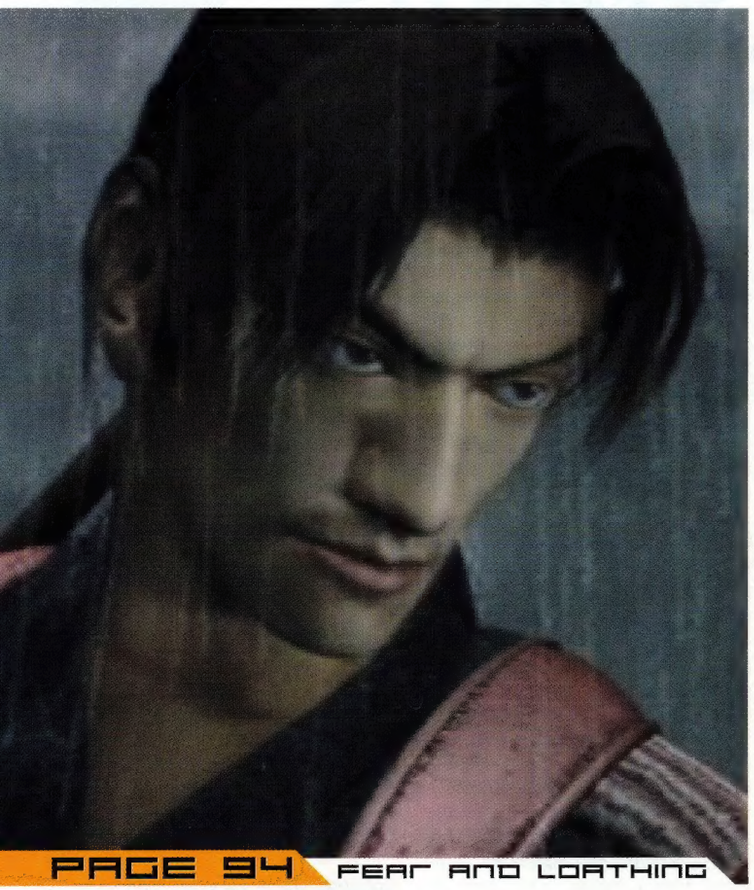


There's a smart mix of top quality game demos, tips and more on this month's packed disc – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2 for an hour or so...

For more info pg16

HIGHLIGHTS INCLUDE:

Code: Veronica ..... Preview & Tips
Devil May Cry ..... Preview
Klonoa 2 ..... Preview
Wacky Races ..... Preview
Star Wars: Starfighter ..... Tips
SSX ..... Tips



PAGE 94 FEAR AND LOATHING
Don your waders, we're going thigh-deep in gore to help you decide which PS2 survival horror game is right for you...

INDEX シクモカノ

THIS MONTH IN PSM2

12 GLOBAL

FF FANTASIA 12
We go completely over-the-top on all things *Final Fantasy* – from the film to the game to the collectable figures. It's all here.
Rumours 13
Latest E3 rumours 14
Bytesize 14

28 COMING SOON

RED FACTION 38
Yes, it's through the square window, then the round window, then the whole bloody wall as *Red Faction's* engine gives us free-range to blow the arse off of anything and anyone.

SILENT HILL 2 46
New details slither this way as more flesh leaps to the bones of Konami's dark tale from beyond the grave.
Ace Combat 4 44
Bloody Roar 3 48
Wacky Races 50
Thunderhawk 52
Rayman M 53
The Lost 53
X-Games Skateboarding 53
Downforce 2 53
Shaun Palmer Pro Snowboarder 53
Batman Vengeance 54
LMA Manager 2002 54
Dune 54
Global Touring Challenge 54
Robocop 54

EVERY ISSUE

Defining Moment 6
Letters 8
Absolute PS2 91
Subscriptions 120
Bog Read 124
Next Issue 129
The Last Laugh 130

58 FEATURES

IT'S WAR! 58
WW2 games for tomorrow.

SURVIVAL HORROR 94
We examine the family tree of zombie evil.

INTERVIEWS
John Flynn
Shadow Man 2 126

62 REVIEWS

CRAZY TAXI 64
Let's all scream "yeah, yeah, yeah, yeah, yeah" once again as *Crazy Taxi* proves that cross town traffic was meant for clearing.

MTV MUSIC GENERATOR 2 68
Your chance to chin clutch some cans and bob your head thoughtfully while your MC takes all the credit.
Rumble Racing 70
Fur Fighters 72
Kuri Kuri Mix 74
Jungle Book Groove Party 75
EA Sports Rugby 76
All Star Baseball 78
Ring of Red 79
Gauntlet Legends 80
Klonoa 2 82

100 TIPS

MDK2 ARMAGEDDON 100
A once in a lifetime chance to play the old switcheroo with the game's camera and see Kurt in his boxer shorts. Great.
Operation Winback 100
Bloody Roar 3 101
Army Men: Sarge's Heroes 2 101
Armored Core 2 101
The Bouncer 103

DVD
The pick of this month's DVD releases reviewed.....84

PSONE REVIEWS 86
Your backward compatible guide to this months cream of the PSone crop, including *Formula One 2001*, *Rogue Spear* and *Dave Mirra Maximum Remix*...

ON THE COVER

20 GRAN TURISMO 3
It's terrible! What a travesty! Alright, we *might* be lying. But how do you know? Unless, of course, you've already flicked to pg27 to get that essential PSM2 verdict...

28 TONY HAWK'S 3
PSM2 goes to LA and back to exclusively sample the latest, well-oiled thrills from the master of the elbow pad.

33 SSX DVD
Just when you thought it was safe for a spot of alpine hiking, EA launch another bunch of speedsters at the mountain.

30 FINAL FANTASY 10
We bring you 30 utterly magnificent new shots of *Final Fantasy 10*, plus the latest news on Square's killer app.

ISSUE #10
"FEW GET IT THIS RIGHT"
With games like *GT3*, *SSX* and *Winning Eleven 5* the PS2 benchmark is starting to emerge. Let's just hope other coders aspire to greater heights rather than churning out cynical cash-grabbers...

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

#10 FLOORING GT3 AND SEEING ITS SUMPTUOUS WORLD SCREAM BY.

It's here, it's more beautiful than life itself and handles like a dream. Ladies and gentlemen, we give you the excellence that is GT3...

Name Efrain Hernandez Mendoza
Age 36
Occupation Designer, PSM2 Magazine

Does it live up to the hype then or is it just a case of PR overkill falling way short of the mark?
PR overkill? No, not in the slightest. If you're a gamer who's still to be enticed by PlayStation 2 delights, then to finally see the full *GT3* in action is to have your mind made up for you.

It's exemplary in every single way and taps the potential capacity of Sony's machine more than any other game at this early stage in PS2's life. The *Gran Turismo 3* experience comes rammed with double takes. There's the super-streamlined intro sequence that leaves you gasping and head-shakingly wide-eyed. Or that smug smile that cracks your cheeks when you fishtail out of a bend, the screen display shuddering, DualShock 2 quaking, as you hammer through the gravel in one of the exceptional Rally circuits. It's a game that won't let go. At times you'll hurl the pad down in self-frustration, at other points you'll punch the air with Gold Cup joy. Is that the sun peeking through the curtains? Just one more go...

So, all in all, you're happy with it?
Hell yes. I mean it's a tempered, well thought out chunk of visual glory married to some of the best gameplay around. Call it a breath of fresh exhaust fume, an instance of gaming perfection and one of the few games to truly live up to our expectations. And that's way before we even get into the realms of the i-Link battle and the chin-slugging competitiveness that comes oozing out of you the moment the first course loads. Think I've swallowed the corporate line? We're fiercly independent here at PSM2, and we love this game. Do you need any more convincing? **PSM2**

"CALL IT A BREATH OF FRESH EXHAUST FUME, AN INSTANCE OF GAMING PERFECTION AND ONE OF THE FEW GAMES TO LIVE UP TO OUR EXPECTATIONS"

PREVIOUS PSM2 DEFINING MOMENTS

#01 TEKKEN TAG INTRO SEQUENCE
The first glimpse of PS2's awesome graphics engine.

#02 THE METAL GEAR SOLID 2 TRAILER
Hideo Kojima lays down a simply stunning challenge.

#03 WHEN YOU WANDER OFF-PISTE IN SSX
The massive gameplay potential of PS2's first killer app.

#04 SEEING THE DETAIL IN GRAN TURISMO 3
It's real! Christ, we've never seen anything like it.

#05 THE THIRD PLACE
David Lynch interprets Sony's vision with startling results.

#06 PLAYING METAL GEAR SOLID 2
Snaaaaake! Everything you heard... is true.

#07 HANDS-ON WITH STAR WARS: STARFIGHTER
Gameplay *and* graphics? It's a thing of beauty.

#08 THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS
The sly smile; the looks of fear and concern; the *reality*.

#09 GORILLAZ ON MTV MUSIC GENERATOR 2
PS2 gets brushed with hipness. Sound.

DON'T MISS

GAMES THAT DEFINE PS2...

GRAN TURISMO 3 pg20
It's the game people'll buy a PS2 for...

RED FACTION pg38
Blisteringly fast and addictive gun action.

RED FACTION™

www.redfaction.com

"...THE PS2's DEADLIEST GAME..."
Official PlayStation 2 Magazine

PlayStation®2 JUNE 2001

volition THQ

Red Faction - Game and Software © 2001 THQ Inc. Developed by Volition, Inc. Red Faction, Volition, Geo-Mod Technology, THQ and their respective logos are trademarks and or registered trademarks of THQ Inc. All Rights Reserved. PlayStation 2 is a registered trademark of Sony Computer Entertainment Inc.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

FREE PS2 GAME!
From now on, each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at Electronics Boutique. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, Electronics Boutique will be sending you a copy to your door. We're too good to you people. Now get writing...

STAR LETTER

"A FOUR-WAY FRAG FEST IS MORE FUN THAN HAMMERING SOMEONE YOU CAN'T SEE"

Dear PSM2
As we all now know, Sony are going to release their Broadband HDD worldwide this year, allowing gamers to play against people around the world without the problem of slow connections. However, a few things worry me – Broadband connection isn't widely available in the UK and, to be honest, I can't see it becoming common place for at least five years – in time for PS3?

Also, some people may not welcome Internet gaming as readily as Sony think. Especially since having a four-way frag fest with your mates is much more fun than hammering somebody you can't see. Though I readily await the prospect of on-line gaming on PS2, I can't help thinking that unless British Telecom get their arses into gear soon, we gamers in the UK will be waiting a long, long time until we can wage war on the world, whatever platform we may be using.

Duncan De Salis
Via e-mail

Typically, awareness of Broadband does seem to be moving at a snail's pace but there's no need to start worrying that PS2 will miss the boat... well, not yet anyway. As soon as the HDD is available in the UK, high-profile interest from a strong user-base should be enough to give it a sound shoe up the arse. As for the debate on console conflict versus on-line mayhem – that's an argument waiting to happen. Hide behind a copy of *Quake 3 Revolution*, while the mouse and keyboard tribes target you from zillions of miles away, Duncan.

This is your chance to air your views on the hot potato of the moment:
Do console gamers care about being on-line? DualShock 2 versus the mouse?

E-MAIL: PSM2@FUTURENET.CO.UK
WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

NO GREY AREAS

Dear PSM2
I have something to ask you guys about *Black and White*. This great game of Peter Molyneux is a week or so out on PC and I have heard rumours that it will appear on PS2 also. Yet I haven't read anything about it in your brilliant mag. I hope you can give me clarity about this.

Luk Verbeke
Belgium

***Black and White* will be coming out on PS2, according to Lionhead Studios, but don't expect anything until the last quarter of this year.**

ALL SCENEING, ALL DANCING

Dear PSM2
I like to buy your mag for the great reviews and the DVD, and I was wondering if you'll be including more excellent stuff like the Making of the Third Place. Come on! I want to know how they made *SSX* or watch an interview with Hideo Kojima.

Steven Ball
Via e-mail

They'll be on the DVD as soon as we sort them out. We prefer to dig up the stuff that you can't find anywhere else – like Jonnie Hardstaff's genius History promo for Sony on PSM2#08's DVD.

SINGLE FIGHT MALE

Dear PSM2
I'm happy to say that I managed to get hold of a copy of *Zone of the Enders*, and although the first two hours after getting it home were devoted to the magnificent *MGS2* demo, I soon turned my attention to my main reason for shelling out. One day later I've completed it. It took me five hours, and to be honest, I'm slightly appalled. Not only was the ending despicably poor, I'm left with the strong impression that I'm going to have to go back and do the game again in order to unlock any more secret features and more playable frames for the Versus mode. It angers me that after buying and completing a game, I have to do it all over again to get my money's worth. Gamers should be able to get all they need to out of a game by playing it and completing it once. Any other unlockable features should maybe be attained through sub-games or smaller sections of a game, but by no means the whole thing.

Games should be like a book or a film – you don't have to read a book over and over to get the most out of it. It's an exploitative method used by developers to cover for a lack of effort, and it results in nothing but disappointment.

Cap'n Phil
Via e-mail

***Z.O.E.*'s not the longest game in the world – reading our exclusive review in PSM2#07 would've told you that – but as for playing it once? How many times have you seen an episode of The Simpsons, only to ruin your strides over a gag you'd never noticed before? The love you take is equal to the love you make – according to The Beatles anyway. And as for only watching a great film or reading a classic piece of literature once... sheesh.**

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... INTELLIGENT QUESTIONS...

THUNDER THANKS

Dear PSM2
After recently reading your reviews on *Z.O.E.* and the *MGS2* demo I decided to purchase them. Without your great review I would never had enjoyed the experience of these two bundles of joy.

Lewis Kelly
Via e-mail

Just goes to show that one man's poison is another man's mech-busting nirvana. Again, PSM2 reviews prove themselves to be an essential read before pulling out gold teeth.

BROADBAND OF GOLD

Dear PSM2
A while back you mentioned that Sony would need a killer title to kick start their Broadband add-on. I was thinking to myself that if *Half-Life*'s due to be released on PS2 then why not include the world's favourite on-line game: *Counter-Strike*? This is already the best team game on the Net and seeing that *Half-Life* probably won't be released until later in the year. It would be perfect for launching the Broadband add-on in America and Europe.

Mark
Via e-mail

Gearbox Software have indicated that this first-person classic will feature a multi-player co-operative mode, possibly based on either *Team Fortress* or the ammo-sapping *COUNTER-STRIKE*, but, as yet, no-one's saying a word about on-line features. We can only assume that to keep to the late summer release date, they'll skip the Broadband issue this time around and, like a lot of software developers, sit it out until there's some significant news on the release of the HDD and the development of the UK and American networks.

KESSEN COUSINS?

Dear PSM2
Will there ever be chart-topping strategy game? Games like *Kessen* really appealed to me until I played it – it was emptier than I thought. It could have had so much more to offer. Hopefully *Kessen 2* will bring some surprises. But will there ever be a vast, in-depth, chart-topper that everyone will be attracted to? Whenever I bring up the subject of strategy games, everyone moans about how boring they are. Perhaps a revolutionary new take on the genre is needed.

Adam Smith
Chatham

Shibusawa Kou, the *Kessen* series' Producer, has indeed been drooling

HOOPS A DAISY: *NBA Street* could do it for you if you're not too arsed about *GT3*.

over the tactical elements that've been expanded from the first game. Expect elephant cavalry, 3D real-time elemental spells – a battlefield decimated by a tornado has to be seen to be believed – and the introduction of specialist troops fired from catapults to infiltrate besieged strongholds. As for revolutionary new takes, we're still holding out to see how Sony's strategy-based *Dropship* will turn out to be. Apart from that, Ubi Soft have *Conflict Zone*, an international peace-keeping title, and then there's always Cinemaware's *Robin Hood: Defender of the Crown*. Rock and Roll.

STREET MATE

Dear PSM2

NBA Street is one of the most exciting prospects hitting PS2 in the next few months. Everyone keeps on talking about *GT3*, but to me it doesn't look half as playable or fun as *NBA Street*, despite its sweet-looking graphics. I know you probably won't agree with me, but everyone is entitled to their own opinion, right?

Anyway, your mag is simply class and your reviews are the best anywhere. Thanks to your review of *The Bouncer* you saved me £45 which I spent on the much more playable and fun *Star Wars: Starfighter*. Anyway, cheers for all your help.

David Nuttall

Via e-mail

We're all for opinion at PSM2, and yours isn't as ludicrous as it sounds, David. We've been hammering away on *NBA Street*, and it's managed to keep us more than amused while we sat in our office waiting for *GT3* to drop through the letterbox. Whether it's motors of urban sports, we'll play it. Anyway, it's nice to know that you took our advice, as an awful lot of people did, on where to spend your cash. For more definitive views from your buying best friends, get over to pg62.

MASKED EVANGE

Dear PSM2

Have you heard about an upcoming release on PS2, based on an Anime mini-series called *Evangelion*? They released a game on N64 but it stayed in Japan and it never came out here.

Gabriel Gonzalez

Via e-mail

Despite being gargantuan in Japan, and with a strong cult following in America, we'll be unlikely to see a finished *Evangelion* game in the UK for some time, if at all. But remember, Gabriel, they said that *Final Fantasy* would go down like a fishnet submarine 'an all.

GET WITH THE PROGRAM

Dear PSM2

I'm gagging for a bit if *ISS Pro* on PS2, but is it worth going for the Japanese version or holding out until the UK PAL release becomes available in October?

Damien Fisher

Via e-mail

We gave the import of *Winning Eleven 5* – or *ISS*, as we know and love it – the golden boot in PSM2#09. The gameplay's sublime and the howls of agony and ecstasy from the

PSM2 team's lunchtime four-player tournaments can be heard from half-a-mile away. We've actually got used to the Japanese commentary – "shooto!" now being the battle cry of choice. The only thing we would say is that KCET are improving the gameplay for the UK PAL release and it'll sport a full roster of players' names. It's a tough call to make.

GET WITH THE PROGRAM

Dear PSM2

Can you recommend a decent YABASIC site on the Net?

Alex Holloway

Via e-mail

You'll find excellent unofficial sites at *http://www.yabasic.co.uk/* and *http://people.a2000.nl/avanarum/YabasicPS2/index.html*, with plenty of helpful advice, FAQ and links. Sony's official YABASIC site is at *http://www.playstationbasic.com/yabasic/index.html*. PSM2 will continue to feature programs, developments and FAQs when we can find the space amongst the ever-increasing piles of top titles currently swamping the office.

A BIT OF RF

Dear PSM2

What's all this stuff about new cables for DVD? I simply used the cable I got in the box and everything's fine, there're no problems with my PS2 in any way – I'm happy. But, where has *Smackdown! 3* gone from the Most Wanted list? It's gonna be great. By the way, your mag is fab. It's still the only mag that I ever read all the way through. Every letter, to the last full stop.

Tom

Via e-mail

It's the simple solution that a lot of PS2 owners have employed, and you're not the only one who's happy with the results, Tom. As for *WWF Smackdown! Just Bring It*, Joel's been having impure thoughts about the possibility of tag-team ladder matches, so it's off to the PSM2 cellar with *Kuri Kuri Mix* and a horsehair leisure suit for the mucky monkey.

'S' CLUB SERMON

Dear PSM2

In reply to Tanya Deering, (PSM2#09) the black and white picture scenario is familiar to me, I've two S-Video TVs, which always go black and white when the S-Video setting is first selected, when it's selected a second time, the picture becomes colour. I always find it fascinating, how VCR manufacturers are so keen to clarify that the 'S' in the 'S-Video socket', stands for 'Separated Y/C', not for 'S-VHS'.

For the uninitiated – the S-VHS format makes it possible to obtain high resolution and high picture quality by using the high performance S-VHS video tapes. The conventional video sockets of VCRs, output a combination of the luminance signal (Y) and colour signal (C) which're recorded on the video tape. The S (Separate) Video socket allows separate transmission of signals in order to obtain clearer pictures.

Malcolm Brown

Surrey

Right. That's cleared that up, thanks to Malcolm. We'll be featuring a complete guide to what to stick where when it comes to the universally confusing matter of cabling and inputs next issue. Then, that should be the end of that. We hope.

FRANKLIN? MINT!

Dear PSM2

I just love your magazine. It's so cool, I've not missed an issue since PSM2 #01. I need to know where can I purchase Japanese NTSC games on-line and how much an NTSC version of *Z.O.E.* would cost. Keep up the good work.

Emma Franklin

Johannesburg, South Africa

We're lucky to be serviced by those fine purveyors of all that is import, Project K. You can find ▶

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

CRAZY TAXI: Sega's software mastery meeting PS2's technical power is a winner.

them at *http://www.projectk.com*. **Expect to pay between £60-70 for most new major Japanese releases. You might get the games first, but it's certainly not cheap.**

YANK-BASIC

Dear PSM2

Back in the days of Amstrad and Spectrum, I was keen on BASIC programming. When I heard news that PS2 came with YABASIC, I was thrilled, but seeing as I've got an American PS2 there was no YABASIC with it – that hurt. I was wondering if you good people would know where I could get hold of a NTSC copy. And while I'm here, do you have release dates for NTSC *MTV Music Generator 2* & *GT3*?

Carl Joseph

Via e-mail

Unfortunately, there isn't an NTSC YABASIC disk available – Sony obviously didn't consider that American gamers would give a toss. Shame. As for *GT3* – review on pg20 – it'll be released in the States early June. *MTV Music Generator 2* – review pg68 – should be available on NTSC now.

CARE IN THE COMMUNITY

Dear PSM2

I'm a great lover of all consoles, and I was sad to hear that Sega had stopped making the Dreamcast. I was just wondering why I am the only one with a PS2 owner that was upset about the news. I know that the games will still come to other consoles, but it just isn't the same. Still, I'm glad to see that your mag doesn't insult Sega. Oh well, at least Sony and Nintendo will still carry on, but I hope not to many people will be taken in by the glitter of Xbox...

Dan Todd

Via e-mail

Insult Sega? How could we ever? Not after they've promised some grade A titles for PS2. The Sony, Namco and Sega alliance should be enough to ensure that, through co-operation, PS2 owners will be the first into the future. Which, is a beautiful thing.

CARE IN THE COMMUNITY

Dear Great PSM2

I've been getting your fab mag since the very start, and was expecting to see the same old dribble and misfit editors pointing their views on things they know nothing about. But to my amazement I was wrong! You know – and I mean you *do* know – what you're talking about. Take your reviews for example. They're spot on.

Question time now. I know I'm looking into the future a bit to far, but will Sony get their arses in gear and produce VR games? Y'know, where you wear the headset/glasses that plug into the console and get right into the game. VR stuff should be really considered in depth. Think about it, wouldn't it be great if you could bung a disc into your machine, whack on the headset and *become* the character? Just think what it would be like to be Snake in *MGS2*. Or surf the ski slopes as if you were in *SSX*. Come on Sony, take a risk. Seems like no other company is really interested in doing any of this stuff. What do you think PSM2?

Scott

Southampton.

In PSM2#04 we featured the Olympus Eyetrek FMD-20P, a PS2-only 'virtual big-screen' that you wear like Oakley's, so there're definitely steps being made in the right direction. Even more exciting is Sony's innovative software, featured in PSM2#07, that demonstrated software/gamer interactivity using cameras. Put the two together and... well, it could be closer than you think.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH: WHY CAN'T MY PSONE PLAY PS2 GAMES..? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flippin' nick out of the PSM2 windscreen.

ARMY RANT

Dear PSM2

Will someone please tell the developers of the *Army Men* series of games to give it a rest. They simply aren't very good.

Edd

Via e-mail

Don't even get us started on that one.

Mind you, the Americans love all that.

THE HIGH COST OF GIVING

Dear PSM2

Having paid £300 for the console, then having to pay another whack for the HDD just over a year later is a little bit over the top.

Dean Seabrook

Gwent

Cheeky Sony. £30 for Memory Card? We still haven't forgotten that one.

HAWK, LINE AND SINKER

Dear PSM2

Any gossip on *Tony Hawk's 3*?

James Ramsay

Hertfordshire

Our Dan spent a few days in LA just so he could breathe the same air as Tony. He managed to play the incredible game, "an all. 1080° to pg28 for all the details.

BOX HOG

Dear PSM2

Recently I've noticed all the attention that the Xbox has been getting...

Michael

Via e-mail

Time to move on...

BRIEF ENCOUNTERS

Dear PSM2

Does next-gen mean short, but sweet?

Dean Venables

Rotherham

Ooo, you cynic. But, at least for *Z.O.E.* and *Starfighter*, it's probably not too far off.

GAMES COMPLETIST

Dear PSM2

I agree with the arguments that games shouldn't be released until they're ready.

Will Masters

Via e-mail

And so you should. You wouldn't buy half a cardigan or a melon that hadn't quite grown yet, would you?

HERE COMES THE STRUM?

Dear PSM2

I bought PS2 specifically for *Guitar Freaks*, only to be told it won't be released in this country.

Lewys Rees

Yorkshire

Blimey. That's a weird one. Looks like it's a Japanese PS2 and import copy of the game for you.

MUPPET MASTER

Dear PSM2

MGS2's a bit easy isn't it? I finished that demo in five minutes.

Les Morris

Via e-mail

For the love of God...

PLAYSTATION 2 MAGAZINE
PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
E-mail: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 · Fax: 01225 446019

THE TEAM

Group Publisher Robert 'Double Decker' Price
Publisher Mia 'Aero' Roberts
Group Senior Editor Steve 'Mars' Jar-hat
Senior Editor Sean 'Snickers' Atkins
Editor Marcus 'Topic' Hawkins
Art Editor Christian 'Buttons'' Day
Deputy Editor Jonathan 'Galaxy' Bryant
Designer Efrain 'Fudge' Hernandez
Production Editor Duncan 'Milky Way' Baizley
Staff Writer Joel 'Yorkie' Snape
Staff Writer Daniel 'Maverick' Dawkins

Contributors Nick Jones, Richard Owen, Sarah Kennett, Kanako Damerum
Special thanks to Jonathan @ Sony, Si @ Project K, David Brooks, Guy @ Activision

ADVERTISING

Call: 01225 442244
Senior Advertising Manager Anne Green
anne.green@futurenet.co.uk
Advertising Manager Kelly Jenkins
kelly.jenkins@futurenet.co.uk
Deputy Ad Manager Helen Johns
helen.johns@futurenet.co.uk
Senior Sales Executive Lucy Owen
lucy.owen@futurenet.co.uk
Classified Sales Executive Rebecca Hamilton
rebecca.hamilton@futurenet.co.uk

PRODUCTION

Production Manager Rose Rudd
Production Coordinator Sue Evans
Print Services Coordinator Poul Kiely
Colour Scanning Simon Windsor, Mark Gover, Jason Titley

EXECUTIVE STAFF

Circulation Director Sue 'Twix' Hartley
Group Finance Manager Ian 'Dime' Linkins
Managing Director Mike 'Rolo' Frey
Chief Executive Greg 'Maltesers' Ingham
Chairman Chris 'Ripple' Anderson

SUBSCRIPTIONS

Future Publishing Ltd
FREEPOST BS4900, Somerton, Somerset, TA11 7BR
E-mail: subs@futurenet.co.uk
Customer Order Line 01458 271184
Customer Services 01225 822510

Overseas Licensing Enquiries Simon Wear
E-mail: simon.wear@futurenet.co.uk
Tel: (0) 1225 442244 · Fax: (0) 1225 732384

Printed in the UK by ET Heron & Co
Distributed by Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel 020 7907 6000

© Future Publishing Ltd 2001

All contributions submitted to PSM2 are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM2 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM2 is an independent PlayStation 2 magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PlayStation, PlayStation 2 and PS2 are registered trademarks of Sony Computer Entertainment Europe Limited.

Future Publishing Ltd. is part of The Future Network plc.

The Future Network serves the information needs of groups of people who share a passion. We aim to satisfy their passion by creating magazines and web sites that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. This simple strategy has helped create one of the fastest-growing media companies in the world: today we publish more than 125 magazines, over 45 magazine web sites and eight specialist web networks from offices in seven countries. The company also licenses 50 magazines in 30 other countries.

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

Tel +44 1225 442244

www.thefuturenetwork.plc.uk

Bath **London** Milan **Paris** New York **San Francisco** Wroclaw

PlayStation®2

© 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. & TM. All rights reserved.
Used under authorisation. LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd.
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

PLAYSTATION 2 MAGAZINE
PSM2
GLOBAL
THE WIDE WIDE WORLD OF PLAYSTATION2
スカラシサ

GAME HEAVEN: Here's how E3 looked in 1999. Next issue we'll bring you the full blowout of 2001's show...

CRASH FEST: The bandicoot will make an intriguing return to E3 - but this time, he's not representing Sony...

›AMERICAN SHOW NEWS アメリカヌキニラ

PS2 WAGES WAR AT E3

PS2 goes head to head with Nintendo and Xbox at the World's biggest videogame show. We uncover Sony's secret front-line assault.

By the time you read this, the Los Angeles Electronic Entertainment Exposition – E3 – will have dictated the future of PS2. As we went to press, the major players were keeping their key announcements secret. Until PSM2's Chinese burns made them squeal for mercy. This is what we learnt...

For certain, Sony will have one of the biggest stands at the show – equalled only by Nintendo. Sony guru Kaz Harai will deliver E3's keynote speech, unveiling Sony's on-line strategy for Europe and the US. Sony will show 100 PS2 titles, including 10 AAA quality 'must-see' games, likely to include *Mario*-beater *Project Y*, Criterion's *Air Blade* – aka *Stunt Squad* – from PSM2#01, *Drakan*, mystery special-ops title *SOCOM*, plus Disney licence *Monsters Inc*.

Otherwise, rumours suggest that Sega will announce new PS2 titles, including *Ecco the Dolphin*, *Headhunter*, *F355 Challenge* plus, possibly, a *Metropolis Street Racer* game based on the Xbox iteration *Gotham*. But no Sonic game. Konami will starve *MGS2* coverage until the game's release – which won't appear on Xbox as rumoured. Catch exclusive E3 interviews and details in PSM2# 11.

PSM2 RECKONS Project Y, Ecco the Dolphin, PS2 ... the futures looking good ...

EAT MY GOLIATH: Look at the size of that thing - Sony's stand at E3 promises to dwarf those around it.

SNAKE SKIN: Yes, your eyes are working perfectly - it's *MGS2's* sly hero, but in enemy clobber. But how?

›CODE-BREAKING NEWS ｱﾙﾌｧ

DISGUISE CRAZY!

Duff controllers and MultiTaps for months, and then three decent bits of kit turn up at once...

First out of the moulded plastic is the 1M Card & DVD Code from the tech dens of Honk Kong. A harmless looking 1MB Memory Card in purple, it has the terrifying power to instantly negate all six DVD regional lockouts. Best gen up on those tinsel town release dates right now.

Next up is another ingenious product from Honk Kong, this time coming from a company called EMS Production Limited. Slap the Expansion Memory Card into the front of your machine and it'll turn your humble 8 Megabytes in to a whomping 16 or 32MB depending on which model you opt for. Apparently the whole electrical miracle is achieved via optimising the way your PS2 compresses data. Pretty neat, eh? But not a scratch on the final peripheral in this unholy trinity...

Action Replay beat Explorer to the off with their AR2 cheat cartridge, which gives you with the opportunity to bust some of your favourite titles wide open.

Fancy seeing Snake in an enemy uniform tooled up to the teeth with C4? Then this disc/Memory Card combo is all you'll ever need. Take a look at the screenshot evidence above – this isn't an image we've doctored at all. It's Snake's frame underneath, but with a soldier skin. Just don't come running to us when you're skint and've lost all interest in 'conventional' gameplay.

PSM2 RECKONS *Guaranteed to be the first of an avalanche of sneaky extras that'll make your console hop to a totally different tune.*

SHADOWS OF MEMORY: Negate DVD lockouts and improve your memory with these two beauties.

CHEATIN' ART: The AR2 gives you codes for games as recent as the *MGS2* demo. How quick is that?

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

WITH TOMB RAIDER PREDICTED TO pull in over $200 million in summer box-office takings, the scramble's officially on for the next hot videogame property. Eidos' *Deus Ex* – likely to be their big E3 announcement for PS2 – and *Fear Effect* are expected to secure deals soon. The scramble to find a hot kung-fu property after Crouching Tiger, Hidden Dragon has provoked a lot of interest in *Tenchu*, and Clive Barker's said to be keen to see a movie adaptation of *Undying*. After *Hellraiser 3*, we're not sure if anyone else will be.

RELIABILITY.....4/10

PSM2 RECKONS *We're sure pe[illegible] snatching up movie rights like looters at Ragnarok, but that's not to say that any of these films'll ever get made – most of them just aren't well-known enough. Still, if anyone's planning a Devil May Cry film, don't let that stop you. Hmm... handguns.*

DESPITE MAKING VAST PROFITS last year – their electronics sales have gone up 22%, mainly due to trade in mobile phones – Sony have been losing money in their gaming sector. This could be good news for anyone considering getting a PS2 – Sony Vice President has warned shareholders that a price cut for the machine is being considered in order to stay competitive.

RELIABILITY.....8/10

PSM2 RECKONS *[illegible] probably be before Christ[illegible] wouldn't be surprised if t[illegible] drop cunningly timed [illegible] release of Xbox.*

WITH THE ANNOUNCEMENT THAT Headfirst Productions are working on a *Battle of the Planets* game – inspiring all sorts of reminiscing about G-Force, Keyop and Tiny among the PSM2 team – came lots of speculation about which classic licences could be next. We've already heard murmurings about – good Lord – *Jayce And The Wheeled Warriors*.

RELIABILITY.....1/10

PSM2 RECKONS *[illegible] [illegible] [illegible] [

LINUX TO THE STARS: The Hard Drive/Ethernet connector should make memory management a breeze.

LINUX DANCING: This swishy PS2 mouse should make graphic work a lot simpler - we just want it for *Red Faction*.

GLOBAL WARNING! Eidos' Fabulous first-person shooter, *TimeSplitters*, was produced using the Linux operating system.

LINUX FOR PEANUTS: For little more than two hundred dollars, Japanese coders get all this kit.

›JAPANESE NEWS NEWS ニュース

LINUX LEWIS

Sony's heavyweight home development software snubs Bill Gates for the net-friendly charms of Linux. Don't worry, it'll be better than YABASIC.

Sony are releasing a home development kit for Japanese coders, based around the Linux operating system. The kit is a response to on-line demand from the Linux community, and a blatant snub to Microsoft's Windows operating system. Similar to PSone's Net Yaroze system, users will receive a debugging PS2 station with a 10MB Ethernet socket plug for connection to the PCMCIA port, plus a keyboard and mouse.

Priced at only ¥25,000 (about £150), 1000 units will be initially available, with, unfortunately, no plans to bring the device to Europe or North America. Sony are prepared to listen to customer feedback following the relative success of PSone's Net Yaroze system in encouraging bedroom coding talent on a manageable budget. The new Linux based system should allow powerful results – the LithTech 3D engine used to produce *The Lost* is Linux compatible.

PSM2 RECKONS *Considering how tough it was to program for PSone's Net Yaroze system, and given PS2's increased power, Sony are wise to produce a limited run. If you want to become the next Hideo Kojima, start pestering Sony Europe now*

ANNIE LINUX: Forthcoming eerie action adventure, *The Lost* uses the Linux compatible LithTech 3D engine.

›MOVIE NEWS ムービー

YOU GOTTA HAVE SOUL

In a move that'll please fans of both slapstick comedy and elaborate fighting, Sammo 'quick for a fat lad' Hung's slated to direct a film based on the *Soul Blade* series. According to his official website, the film has a preliminary budget of $50 million. Our sources also suggest that the Rhythm And Hue animation studio – best known for their sterling, movie stealing work on X-Men – will be working on the CG effects.

You'll almost certainly remember Sammo from his turn as a slap-happy detective in Martial Law, but he also graduated from the much-respected Peking Opera Academy alongside our favourite, Jackie Chan, and he's a respected director in Hong Kong. He's helmed such instant classics as Moon Warrior and Pedicab Driver, as well as less auspicious stuff like Enter The Fat Dragon. The film's currently set for a summer 2002 release, with *Soul Calibur 2* rumoured to be appearing on the PS2 at about the same time.

PSM2 RECKONS *Ever [illegible] Bateleur or Pantynose [illegible]*

SOUL ASSASSIN: As yet, we don't know if Sammo'll be starring in the film, but expect him to at least cameo.

"IT'S ACTUALLY A GREAT PROMOTIONAL TOOL, BECAUSE PEOPLE CAN REALISTICALLY TEST DRIVE OUR VEHICLES AT HOME."

SUBARU MANAGER
Representatives from Mazda, Mitsubishi and Subaru have all considered using *GT3* in their marketing campaigns, simply because it's the most realistic driving game ever made.

BYTESIZE バイトサイズ

› **US:** Attorney General John Ashcroft has attacked video-games, suggesting that "They condition children [to] do things that are abhorrent to the human spirit." Surely the Republican attitude to guns is a bit more harmful?

› **US: A study from Haverford college in Pennsylvania suggests gaming may relieve pain. Men competing in a driving sim registered less pain the next day. Other academics have criticised the sample size.**

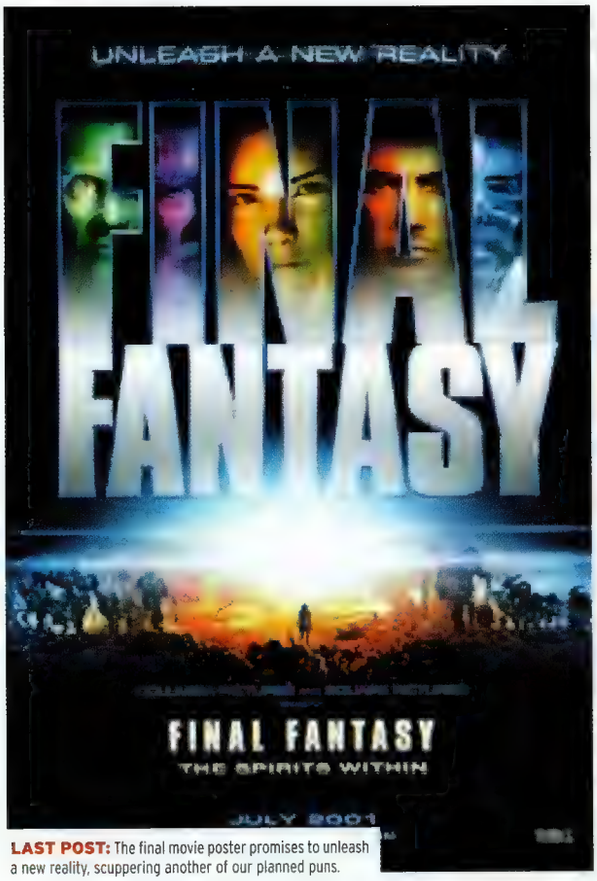
› **JAPAN:** According to a study published by St Andrews University, videogames are to blame for a rise in eyesight problems among Japanese schoolchildren. But in light of the previous story, hey, you won't feel a thing...

› **JAPAN: ASCII have unveiled a new PS2 compatible mouse. Interestingly, it's got ten function buttons on the front and, using optical technology, it won't need a dust-gathering ball to work. It's expected to cost around ¥5,800.**

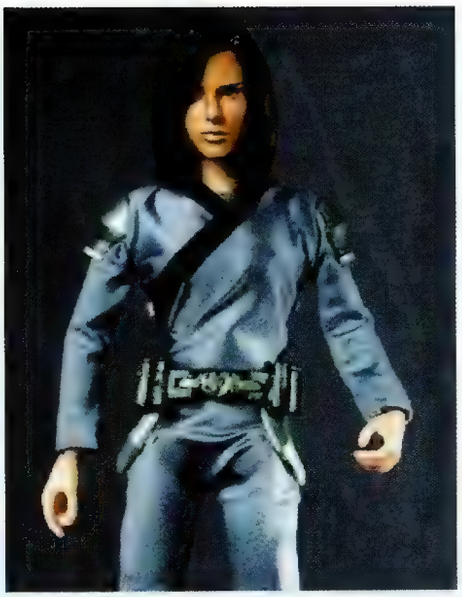
› **US:** Interact Accessories have produced the 'SharkHub', which lets gamers power four USB devices at once from their PS2. You don't need a hard drive, keyboard, mouse and link cable now, but that'll change.

› **US: The track listing for the Tomb Raider album's been released, and it should be an ear-bleeder. The first single will be a mix of U2's Elevation, with other tunes by Fat Boy Slim and Nine Inch Nails.**

› **US:** The families of students killed in the Columbine shootings have launched a punitive lawsuit against several videogames companies, including Sony, Id and Virgin Interactive. They're expecting up to $5 billion in damages.



LAST POST: The final movie poster promises to unleash a new reality, scuppering another of our planned puns.



VIRTUALLY NAKED: This 'special' render of heroine, Aki, was commissioned by Maxim magazine in the USA

>US MOVIE NEWS フハフヌ

FANTASY COMES TRUE

Hollywood sets the monstrous wheels of marketing into motion as The Spirits Within prepares for its summer launch.

It's taken nearly double the anticipated budget and some very worried shareholders, but Square's Final Fantasy: The Spirits Within is looking incredible. PSM2 was invited to a 17-minute screening focusing on heroine Aki. *Everyone* marvelled at how nice the hair and wrinkles looked, but the real excitement kicks in as a squad of armoured troops takes on the spirits from the title – picture Aliens, but more spectral. The details and animation are, undoubtedly, incredible. Will CG scabs be able to take over during future Hollywood strikes? Don't hold your breath.

In America, toy makers Bandai will be releasing a full range of figures to tie in with the film's release, while Palisades will be releasing mini resin busts and statues of the characters. Bandai have also released shots of their *Final Fantasy 10* line, which will include Tidus, Yuna and, hopefully Kimari. Finally, Square and Coca-Cola have embarked on a Final Fantasy promotion in Japan – buy certain coke-based products, and you'll get a free figurine. Who's, um... holding a Coca-Cola logo.

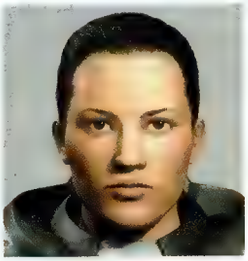
PSM2 RECKONS *The film's promising – but we're still waiting for a CG adaptation of SSX.*

GLOBAL **WARNING!** Voice actress Ming-Na was filmed reading her lines – her gestures have been incorporated into Aki's animation.

ITS THE REAL THING: The World's top soft drink mixes metaphors with the not-real *Final Fantasy 10*. Oops.

GREY: Played by Alec Baldwin. No, he doesn't look any different.

GENERAL HEIN: James Woods' character receives slightly more hair.



JANE: Played by Peri Gilpin, the ever popular Roz from US Sitcom Frazier.

RYAN: Once again, Steve Buscemi's character gets all the best lines.

NEIL: One of these characters is Ving Rhames. Can you guess?

DR SID: Donald Sutherland's virtual counterpart is a work of CGI genius.

› **JAPAN: Konami continue their bemani game assault with *Mambo A GoGo* – a game based on conga drumming, not unlike maraca hit *Samba Di Amigo*. At the moment it's an arcade game, but a PS2 version's possible...**

› **US:** Blue Box Toys are producing all sorts of figures based on videogames, including some smart ones based on Sony RPG *Dark Cloud*, *Legacy of Kain* and SNK's *King Of Fighters 2001*. We want pre-fallen Raziel the most.

› **US: Paramount is set to promote Tomb Raider with one of the 'top two' biggest marketing budgets in its history. Expect all sorts of trend-setting cross promotion from Ericsson and BMV, both of which have products in the film.**

› **US:** Oddly-named toy giant Manley is bringing out a live action *Ready 2 Rumble 2* boxing ring. It'll be a bit like Rock 'Em Sock 'Em robots, except you use a boxing glove to control your fighters – without wires.

› **JAPAN: Sony expect shipments of PS2 to reach the 20 million mark by the end of the year – double the number already on the market. To help, they've just finished building Nagasaki's second chip production factory.**

› **US:** The PS2's Graphics Synthesiser has won the Most Innovative Computing Semiconductor Product of the Year Award from INSIGHT. The competition included the Pentium 4 processor, rumoured to be integral to Xbox...

DON'T MISS
BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg62
Fill your brain with unbeatable buying advice.
STRATEGY pg100
Secret stuff *They* don't want you to know...
SUBSCRIPTIONS pg120
Don't miss an issue of PSM2 with our great offer.

PSM2 DVD

LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE...

IT'S WHAT YOUR TV'S MADE FOR: For the next hour or so, let PSM2 take you on a journey deep into the dark heart of PlayStation 2...

ON YOUR DEMO DISC

Scary movie? You betcha, as PSM2's DVD bursts from its protective housing and wires your head directly into the mains. Ooch.

Draw the blinds, lock the door. Deep breaths. Yep, *deeep* breaths. It's that time when PSM2 takes over your TV.

This month's collection of demos sees us concentrating on some of the hottest titles which will be gore-ifying your console in 2001.

So, it's perversions aplenty as the creeping horror that is *Resident Evil Code: Veronica* makes its PS2 debut in Japan, *Red Faction* shows off its high-calibre muscle and *Quake 3 Revolution* chunks up the red stuff.

Not impressed? Well there's also the small matter of our exclusive peek at the rock-hard, stunningly sexy *Devil May Cry*, as well as early footage of Namco's gruesomely cute *Klonoa 2*, *Wacky Races* from Infogrames and Acclaim's take on *Crazy Taxi*. All that, plus the kind of delving tips that'll shatter even the toughest code. Dig in...**PSM2**

PSM2'S MANIFESTO

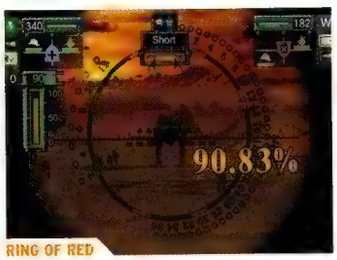
PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Bend its verdicts to kiss anyone's arse.

Sorry but the PSM2 DVD is not available in the U.S.A

RESIDENT EVIL CODE: VERONICA COMPLETE

QUAKE 3 REVOLUTION



RING OF RED

RUMBLE RACING

ESPN NATIONAL HOCKEY NIGHT

RESIDENT EVIL CODE: VERONICA

Hot off the DVD burners at Capcom Japan comes this jaw-dropping revision to the DC original with a gaggle of added extras destined to make *Resi* completists and newcomers alike howl with joy.

©Capcom

On-screen: We show you the unabridged intro sequence that tells how Clare Redfield ends up on the mysterious Umbrella-owned island, plus a belting collection of in-game scenes that depict: our heroine ditching a Tyrant out of a plane, Lady Alexia going fruit-loop in the weirdest way and young Steve singlehandedly battling a gang of Grabbers – all edge of the seat stuff.

Background: The fifth instalment in the *Resident Evil* series (if you count the appaling *Survivor*) takes place sometime after the end of *Resident Evil 2* and focuses on Clare's attempts to locate her long lost brother, Chris – a S.T.A.R.s member who went missing after the first *Resident Evil*.

WHY YOU'LL LOVE IT:

Resident Evil Code: Veronica is...

... Revolutionary: as far as the series is concerned as it's the first *Resi* game to use non-static camera angles to bring the action to life.

... Taxing: due to the fact that how you play the game using Clare, directly relates to the level of difficulty in the second section where you control Chris. Use up all the ammo on the first disc and you'll be running scared for a long, long time.

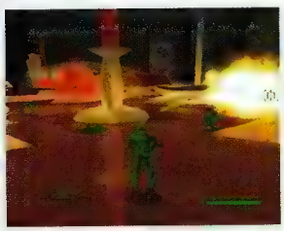
... Dark: thanks to the continued presence of the Umbrella corporation and its biological experiments. So expect to face some of the most grotesque mutants ever to appear in a survival horror title. There's a few surprises along the way as well. Just to keep you on your toes.

... Outstanding Just check out our definitive review last issue if you don't believe us.

ABSOLUTE PLAYSTATION 2

Guns glorious guns... and we've got the low down on exactly what you should be seen shooting this summer.

ARMY MEN: SARGE'S HEROES 2
Sarge's first outing on PS2. Plenty of guns but the bangs and whizzes fail to impress



MDK2 ARMAGEDDON
Max, Doc and Kurt smear aliens from here to kingdom come

ONI
Oni's excellent combat system allows you to mix it up big-style.

QUAKE 3 REVOLUTION
Equals *TimeSplitters* in its multi-player speed and joy of destruction.

SILENT SCOPE
Precision engineered gun law for the sharp-shooters among you.

TIMESPLITTERS
Good one-player shooting overshadowed by its unsurpassed team challenge.

UNREAL TOURNAMENT
A one-player game to, literally, die for. Plus some serviceable head-to-head gunplay.

X SQUAD
An early third-person shooter that's already starting to show its age

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your shiny new disc...

01 **THE D-PAD**
Allows you to scroll up and down through the various on-screen menus.

02 **THE ⊗ BUTTON**
Selects the current option which you've highlighted on the menu.

03 **THE ○ BUTTON**
Takes your straight back to the title menu.

04 **THE ◎ BUTTON**
Stops the footage. Hit it again to access the options menu.

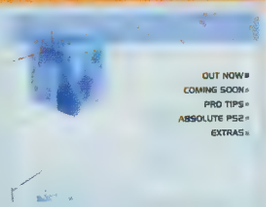
05 **THE START BUTTON**
Allows you to pause the footage at any time.

06 **THE R2 SHOULDER BUTTON**
Allows you to fast forward the footage.

07 **THE L2 SHOULDER BUTTON**
Allows you to rewind the footage.

YOUR DVD MENU EXPLAINED

PSM2's monthly instalment of cutting edge film clips and tips comes packed into five easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2.



OUT NOW
The movers and shakers currently taking up shelf space in the shops.

COMING SOON
The titles of tomorrow brought screaming to your door today.

PRO TIPS
Taking your games further as only PSM2 can.

ABSOLUTE PS2
We see who's got the biggest in our roundup of shooters.

EXTRAS
Behind the scenes, inside the stories and everything PS2.

OUT NOW

More games of the here and now snapping for your hard earned and tugging on your gaming glands. Cough, please.

TIP TASTIC

QUAKE 3 REVOLUTION

©Electronic Arts

On-screen: Sarge struts his stuff through the intro and then dishes out some rocket-fuelled death in three of the game's arenas.

Background: An out-of-the-blue arrival on PS2 that's done nothing but wow us since the moment we first clapped eyes on it.

RING OF RED

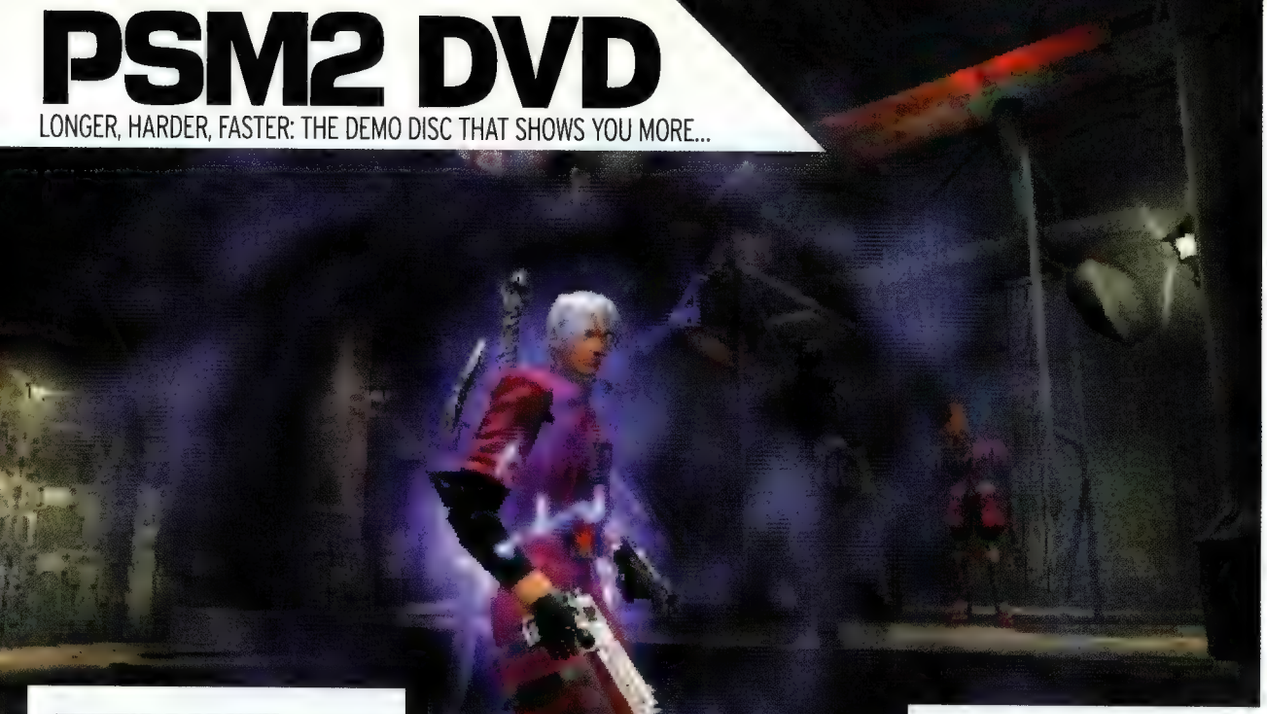
©Konami

On-screen: A brief history lesson that sets the scene closely followed by a chunk of in-game action that shows the game's mechs and troops at their most deadly.

Background: An alternative universe where World War 2 never ended and the battles of the '70s are fought in huge robots instead of tanks.

PSM2 DVD

LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE...



DEVIL MAY CRY

RUMBLE RACING

©Electronic Arts

On-screen: Madcap car conflict over a series of courses that climaxes with us unleashing a devastating whirlwind attack on our fellow drivers.

Background: Cashing in on the likes of *Carmageddon*, *Vigilante 8* and *Twisted Metal*, EA's solid racer proves there's still a whole load of untapped fun to be had with this genre.

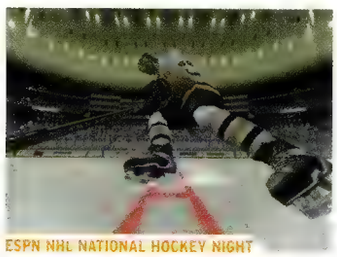
RUMBLE RACING

ESPN NHL HOCKEY NIGHT

©Konami

On-screen: Perspex-pounding plays inter-cut with cameo appearances from some of the most famous faces in the NHL today.

Background: Konami's bullish attempt to take on one of EA's flagship genres leaves the contender icing but still putting numerous pucks home.



ESPN NHL NATIONAL HOCKEY NIGHT

ALL STAR BASEBALL

©Acclaim

On-screen: Follow us as we enter the world of '3 and out', catcher's mitts and chewing tobacco and watch as we attempt to create the coolest batter out on the diamond.

Background: Acclaim's hit-and-run title is packed to the rafters with player stats and management strategies but, ultimately, does little to grip non-fans.

COMING SOON

Bumper crops of upcoming goodness don't come more bumper that this cornucopia of future wonder.

DEVIL MAY CRY

©Capcom

On-screen: A brief glimpse of the demo's intro that snaps into a barrage of some of the best armed combat we've ever seen from a PS2 title.

Background: Originally planned as *Resident Evil 4*, Shinji Mikami's reworking of the survival horror genre results in some seriously cool moves.

RED FACTION

©THQ

On-screen: The whole arse-kicking intro that relies on nothing but the in-game engine. Want to be amazed by what PS2 is capable of? Then check this out.

Background: THQ's take on the first-person genre produces a game that easily rivals *Half-Life* for depth of plot and takes gameplay further thanks to its revolutionary Geo Mod engine.

CRAZY TAXI

©Acclaim

On-screen: Jump on-board this high-speed sliver of yellow madness and take a breakneck tour of the city.

Background: Jumping platforms and looking fantastic for the transition, *Crazy Taxi* brings arcade excellence pelting into your home.

KLONOA 2

©Namco

On-screen: It's a case of 'come bounce with me' as our big-eared hero gets to grips with the second level of this eye pleasing platformer.

Background: Resolutely sticking to the 2D/3D formula of the original, *Klonoa 2* gives old-skool gaming a much needed spring to its step.

WACKY RACES

FEATURING DASTARDLY AND MUTTLEY

©Infogrames

On-screen: Marvel as we take the Boulder Brothers and the Ant Hill Mob to victory in this pristine recreation of Hanna Barbara's cartoon classic.

Background: Another port from DC and another example of just how much work Acclaim are willing to put in to make this a different experience from that of the original

GIFT

©Cryo

On-screen: Gift gets himself a shiner before bounding off into a bizarre world of lumbering foes, floating gangways and top-heavy ladies.

Background: A game in which our pot-bellied hero has to guide seven dwarves through various bonkers environments in order to win the love of one Lolita Globo.

INTERNATIONAL LEAGUE SOCCER

©Eon

On-screen: A puntworthy intro that falls away to open up the field for some kicking in-game footage.

Background: Minus the voice activated control that originally shipped with the game back in Japan, Eon's plucky little kickabout still has its moments.

WACKY RACES

PROBLEMS WITH YOUR DVD?

Please it into an envelope and send it to this address.

PSM2 Disc Returns
VTV UK Sales
The Squirrels
Station Fields
Oakengates
Shropshire TF2 6DH

THANKS...

... to David Brooks who supplied the track Nighttime which accompanies the *Portal Runner* footage on this month's DVD. Any interested parties can receive further details via jonathan.bryant@futurenet.co.uk

PORTAL RUNNER

©3DO

On-screen: *Army Men*'s heroine Vicky mixes it with some armed guards before encountering giant mushrooms and the odd lion.

Background: Breaking away from the usual formula of melting enemies, *Portal Runner*'s new engine promises a lot more platform action.

PRO TIPS

The how, why, when and where of PS2 explained in blinding detail so you can always be a winner.

STAR WARS: STARFIGHTER

©Activision

How to... **Get all Christmasy**

Enter WOZ on the codes screen and you'll get a special Yuletide cut-scene involving space-hardcase Nym. See it here.

How to... **Unlock the hidden art**

Enter PLANETS on the code screen to see some lovely concept artwork.

How to... **Play the game in the experimental Starfighter**

Enter BLUENSF as a code to fly in the secret N-1 Starfighter, and tear the enemy to ribbons with its grossly unfair flak bombs.

NBA HOOPZ

©Midway

How to... **Take it to the streets**

In the pre-match screen, press ▢(x3), △(x2), ←.for some street-style action.

How to... **Play on the beach**

On the pre-match screen, hit △(x3), ▢(x2), ← to play on a sunny LA beach.

KENGO

©Ubi Soft

How to... **Play as a student**

Hold all the shoulder buttons while you're picking a character, and you'll receive one of their underlings to play with.

SSX

©Electronic Arts

How to... **Get the Mallora board**

Hold all the shoulder buttons in the options menu, then press ○(x5), ✕, △, ▢ – you'll get a new, floaty-light board... with a girl's face on it.

RC REVENGE PRO

How to... **Unlock every track**

On the main menu, hit L1, R1, R2, ▢, ○

How to... **Unlock every vehicle**

On the main menu, hit L1, L2, R1, R2, ○, ▢

RESIDENT EVIL CODE: VERONICA COMPLETE

©Capcom

How to... **Unlock the Battle mode**

Completing the game nets you the fast-paced Battle mode – but finding the Luger and Alfred's sniper rifle lets you play it in first-person mode – with irritating new boy Steve.

Also available from Midas

www.operationwinback.com

www.midasinteractive.com

MiDAS GAMES

KOEI

PlayStation.2

"PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

Midas Interactive Entertainment Ltd.
Unit 14, Stansted Distribution Centre, Start Hill
Bishops Stortford, Herts CM22 7DG
Tel.: 44 (0)1279 858000 • Fax: 44 (0)1279 508841

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

PSM2 FIRST REVIEW!

OUT JAPAN NOW OUT UK JULY

GRAN TURIS

"WE WERE STUNNED THAT AFTER TEN MONTHS OF HYPE, FRUSTRATION AND OVER-EXPOSURE, GT3 WAS

SMO 3

EVERY BIT AS GOOD AS WE IMAGINED"

It's just a game. A game about cars. And it's the most shudderingly important title on PS2 since *SSX*. If you don't own Sony's black box, it's time to check your bank balance...

REVIEWER: Daniel Dawkins

We waited. Then we waited some more. We lusted for new details and almost fainted when we saw the light through the trees. But as our anticipation reached melting point, we had to wait again... *again*. So you can forgive the silence when we first wedged *GT3* in our PS2. Unbelievably, it looked *better* than we could imagine. To our horror, we *liked* the slightly groovy sales rep soundtrack. And, more than anything, we were stunned that after ten months of hype, frustration and over-exposure, *GT3* was every bit as good as we imagined. We didn't want to speak, we wanted to praise the Lord.

The intro sequence sets the tone. The camera snakes its way through a combustion engine, until the faint bubbling of fuel relents to a roaring engine and the thunder of guitars. When the racing footage segues into in-game graphics, you'll be pushed to see the difference. Up close, the cars look literally real. This isn't some crappy FMV, but the polygon pushing power of your PS2. It's the most arresting visual sequence since the opening credits of *Tekken Tag*. Sometimes it takes hours to fall in love, but *GT3* had us in an instant.

WHEEL DEAL

How does it feel to play the most anticipated driving game in history? Well, pretty damn good. Peachy, in fact. As anyone who's played the demo will attest, this is probably the most satisfying driving experience you can have without getting arrested. The illusion is sensory. ▸

CITY BRAKE: Haring around the tight turns of the Tokyo circuit, it pays to stay focused on your opposition's brake lights.

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Polyphony Digital
- **PUBLISHER** Sony
- **GAME TYPE** Racing Sim
- **PRICE** ¥6,800
- **ESSENTIALS** i-Link Cable, GT Force Steering Wheel, Memory Card, DualShock 2, Speedster 2 Steering Wheel

INSIGHT

- On its first day on sale in Japan, *GT3* sold over 720,000 copies. The PS2's biggest-selling game, *Onimusha*, took a month to sell a million. Most amazingly, 300,000 Force Feedback steering wheels were sold at the same time – a near 50% sell-through.

DETAILS

- 17 stand-alone tracks, with special routes and mirror modes – 36 courses in total. Plus possible secrets.
- 172 cars from 38 major manufacturers, with F1 cars rumoured as secrets.
- Arcade mode with Single Race, Time Attack and Free Run modes, with the ability to load user–customised cars from the Gran Turismo mode – plus unlockable movies in Goodies mode.
- Two-player split screen and multi-player i-Link facility, with facility for player handicaps.
- Fully licensed soundtrack, including Feeder, Lenny Kravitz, Death in Vegas and Ash, plus more.
- Exhaustive options to redefine controls, including tweakage of steering ratios.
- Replay Theatre with performance Data Logger.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

GOING FOR CHOKE: As you slam into the rally circuit bends, startling clouds of dust will spray up in your wake - just awesome.

"HOW CAN A CLUTCH OF POLYGONS AND A DUALSHOCK 2 PRODUCE SUCH A COMPELLING EXPERIENCE?"

THE BOUNCER: Due to the incredibly realistic physics model, your suspension will visibly jolt and shudder over the road surface.

CROWD TROUBLE: The only graphical let-down is the flat, pixellated crowd, but you'd be hard-pressed to spot them mid-race.

LINE OF TYRE: Don't expect an easy route through on tight chicanes, wait until the pack disperses on the straight.

FLARE-WAY TO HEAVEN: The eye-popping sunset effect will compromise your vision, casting realistic reflections on the tarmac.

▶ No other game feels as solid or responsive. When you force a bulky Dodge Viper around a hairpin bend, you can really feel it straining against the racing line. When you lose control, you'll hunch your shoulders in anticipation of impact. How can a clutch of polygons and a DualShock 2 produce such a compelling experience?

The key is synergy. The scenery won't break up and shatter the illusion of reality. Reflections shimmer seamlessly across your bonnet. The engine howls when you jam your finger to the accelerator. Get the picture? The elements work in perfect harmony with your joypad movements. When you slam a finger on the brake, the pad starts to throb. As you fight against momentum, the pad buzzes sharply, and the squealing reaches a crescendo. Smoke rises from the trail of burnt rubber. Everything behaves exactly as it should, and for that reason alone, you'll physically dread hitting a barrier at 200mph. You're emotionally engaged. It's game on.

RACE FOR THE PRIZE

Once you've adjusted to the visuals, the gameplay hits you even harder. *GT3* strikes a perfect balance between arcade-style accessibility and simulation depth. Like all classic games – say *Tetris*, or *Space Invaders* – the simple controls mask a complexity of outcomes. Played with automatic gears, *GT3* only uses four buttons: accelerate, brake, left and right, but twinned to the exquisite physics model, misjudging a bend by a fraction of an inch can have disastrous consequences. The levels of precision required turn high-level racing into an art form – one mistake and it's all over. Expert players will really stand out from the crowd.

The competition is made more satisfying by the intelligent computer racers. On the Easy level of Arcade mode you'll win races with few problems – on Difficult, a whole new set of challenges present themselves. Racers will callously chop up your racing line, and stick tight to prevent you overtaking. It's not uncommon to be rammed into the dirt. Thankfully, the rules apply in reverse. You can smash into your rivals to take the inside line on a bend. In real-life, the crash would have ended

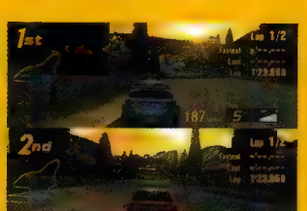
SPLIT TIMERS

The two-player mode is a worthy addition to *GT3*, enabling heated competition from a cosy distance. From what we can deduce, the game implements a subtle 'catch-up' feature so the trailing racer can get back into the race. When you've lost a duel by fractions of a second, competition will never be friendly again.

SEA CHANGE: The subtle catch-up mode means the lead changes hands frequently.

REPEATED PLAY: The versatile graphics let you watch two-replays simultaneously.

MOVE IT, IT'S MY RADAR: Keep an eye on your rival using the on-screen track map.



LIKE FATHER, LIKE SUN: The lighting effects aren't compromised by the small screens.

GRIDDING FOR GLORY: The car models look as exceptional as ever up close.

MIRRORS CROSSING: The rear-view mirror allows you to steal a jump on your rival's overtaking plans and close their path through.

LINE DANCING: One mistimed corner could mean the end of your race, so it's important to jostle for prime position on a bend.

SIGN OF THE TIMES: Just look at how the trackside railing reflects off the paintwork in real-time - we need a lie down.

"GT3 STRIKES A PERFECT BALANCE BETWEEN ARCADE AND SIMULATION"

The simple controls, like all great games, mask a subtle depth in the vehicles' handling. The differences between each of the manufacturers is remarkable.

your race. It's an interesting quirk, but at least it's consistently applied. *GT3* is nothing but fair.

GRAN DESIGN

Once you've mastered the basics of Arcade racing, the real challenge lies in Gran Turismo mode. Starting with a limited budget, you've got to work your way to racing stardom. Your first car will probably be a chugging family wagon, so it's going to take a few races before you can afford some upgrades. A huge variety of spare parts, such as turbo's, mufflers, and clutch sets can be bought to improve your chances. If you win a tournament,

SUPER CRED AND SPOTTY: Not only do the cars look terrific, they cast realistic spotlight reflections on the damp tarmac.

GREAT EXPECTATIONS

We've been feverously monitoring *GT3*'s progress since PSM2#01. No game has aroused such interest in our wobbly game-brains, with the exception of *MGS2*. Problem is, when a game receives this much coverage, and promises the bleedin' Earth, the end result is often a bit disappointing. And as Public Enemy so loudly suggested... you shouldn't believe the hype. So to stop controversy before it starts, we've sifted through ten months of PSM2 coverage to see if *GT3* delivers what it promised. Without saying we told you so... we, um... well, you get the picture.

PSM2	WHAT WE SAID	WERE WE RIGHT?	PROVE IT
#01	"Potentially very impressive computer intelligence."	Yes.	Try driving through the pack on Difficult level.
#01	"Unlikely to sway diehard *GT*-haters."	Kind of. It's still a car game.	Joel still prefers *SSX*.
#01	"It's been delayed 'til January at least..."	Yes. Yes. Yes.	Um, it's May/June.
#02	"No network play, this will be the focus of *GT3*."	Yes and no.	When we said *GT3*, we meant *GT4* – the game's name changed mid-development. Regardless, the i-Link facility is a good substitute.
#03	"The game will only feature 150 cars."	We were before the delay.	There's now 172.
#03	"No sign of detail being sacrificed to prevent slowdown crapping everything up – though we're yet to put the multi-player game through its paces."	Yes.	The single-player game is faultless. The two-player suffers only slightly.
#04	"It's going to be the best looking game on PS2."	Yes.	Look at it, damn you.
#04	"Smoke, sparks and flat tyres are still on the cards."	Nearly.	Sparks and dust trails. But no flatties.
#05	"*GT3* will set new standards for gaming environment realism."	Maybe.	The lighting effects are awesome. The trees incredible... but the crowds. Boy, is it hot in here?
#06	"The physics model is exquisite, each car really feels unique."	Yes.	The car dynamics are truly a joy to behold.
#06	"A complete overhaul of the *GT2* soundtrack."	Yes.	"CD player, player, playeerrr..." sing Feeder.
#07	"We're sure history will prove Yamauchi right to perfect his vision for the ultimate driving game."	Yes.	The game is near-flawless. Driving heaven.
#08	"36 courses – 19 completely original ones, and seven mirrored courses."	Yes.	Just count 'em.

COVER GAME

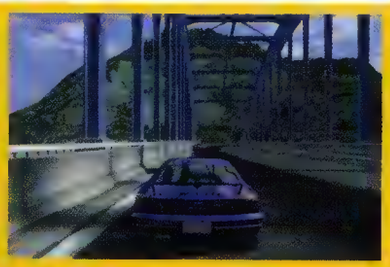
PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

KEEP ON TRACKIN'

There're 17 unique tracks on offer, with a host of mirror circuits and special routes. From the rain-soaked streets of Special Stage Route 5 to the dusty Tahiti Maze, you won't be bored for a second. It might've been nice to see some slightly more hilly tracks, with some wild jumps but hey, that just wouldn't be a real driving simulator.

APRICOT HILL: Don't let the lazy winding straights deceive you, one slip on the dust and it's all over.

DEEP FOREST: The smell of country air, the lazy sun-flicked tunnels and the light through the trees. Ah, joy...



GRAND VALLEY SPEEDWAY: A series of winding chicanes relent to a glorious straight run over the bridge.

LAGUNA SECA RACEWAY: Don't let the gorgeous sunset fool you, the rising hills and sharp bends are a killer.

MID-FIELD RACEWAY: An intermediate circuit with ample opportunity to stretch your car's upper limits.

ROME CIRCUIT: The most beautiful architecture in the game betrays an evil series of 90° bends.

SMOKEY MOUNTAIN: The prettiest of the rally tracks will keep you entertained from start to finish.

SPECIAL STAGE ROUTE 5: Tokyo at midnight - if the lighting effects don't impress you, just wait for the rain.

SEATTLE CIRCUIT: Vicious bends, jutting chicanes and wild jumps make this one tough circuit to master.

SPECIAL STAGE ROUTE 11: Without doubt, one of the most beautiful and challenging tracks in the game.

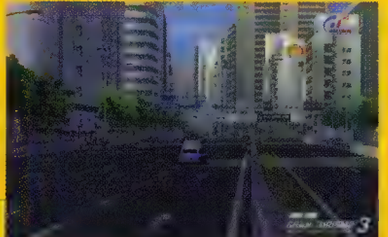
SUPER SPEEDWAY: A Speedway - get the message? Desperately dull and incredibly fast.

SWISS ALPS: Another rally circuit, with a skill-pushing blend of tarmac and crumbly dirt to contend with.

TAHITI MAZE: A feel-good track in terms of scenery, a feel-terrible track in terms of tight-arsed twisty driving.

TAHITI CIRCUIT: All the glory of a distant sunny clime, but with the incessant roar of rally racing. Oh well.

TEST COURSE: You'll spend a lot of time here during Gran Turismo mode to test the performance of your upgrades.



TOKYO R246: Skyscrapers dominate the horizon, but you'll be too busy scrapping to stay in the race.

TRIAL MOUNTAIN: Basically an extension of Deep Forest, with a vicious hairpin and more light through the trees.

COTE D'AZUR: The showcase track remains hidden until you've proved your mastery in Arcade mode.

"FROM THE RAIN-SOAKED STREETS TO THE DUSTY TRACKS - YOU WON'T BE BORED FOR A SECOND"

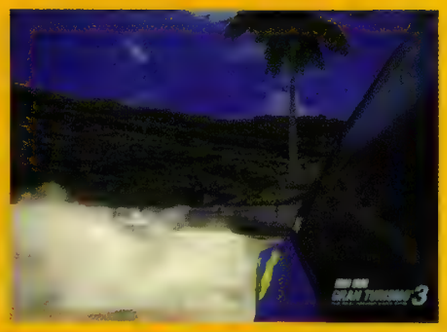
The sheer variety of circuits for you to push your huge number of motors, and abilities, to the limit on makes *GT3* an experience that improves as your driving skills do. The Test Track is a place you'll initially pour derision on, only to find yourself desperate to return once you upgrade your car.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

SAY ALLOY, WAVE GOODBYE: Just look at the detail on the wheel trims, before this ludicrous car bolts into the horizon.

"YOU GET SO ATTACHED TO YOUR OLD MOTORS THAT IT BECOMES HEART-WRENCHING TO SELL THEM ON "



WINDY BEHIND: The versatile Replay mode lets you see any car from virtually any angle - even the unwatchable ones.

MINI ME: Use the Gran Turismo mode to customise your cars as an extension of your personality. What does the mini say about this guy?

LIGHT NIGHTS: The spotlights will flare over your bonnet as you roar by with barely a second to spare.

BEST OF THE WEST

There are over 172 accurately modelled cars to choose from. Only the most desperate of sad losers would claim that's not enough. C'mon, how many people actually drove all 500 cars in *GT2*? The new models took two weeks each to render and comprise 5000 polygons each. Put simply, they look stunning.

ALPHA ROMEO V6

SHELBY Cobra

LOTUS Elise

LOTUS Esprit

BMW 328

ASTON MARTIN V8 Vantage

TVR Tuscan

RUF 3400S

FORD Mustang

ACURA Integra

ACURA 3.2 CL Type S

AUDI TT

OPEL Speedster

AUDI S4

CHEVROLET Camaro SS

CHEVROLET Camaro Z28

TVR Cerberas

MERCEDES CLK 55

RENAULT Clio

GILLET Vertigo

PAGANI Zonda

MERCEDES CL 600

CHEVROLET Corvette

FIAT Coupé

RUF CTR2

ASTON MARTIN DB7

CITROEN Xsara

JAGUAR XJ220

FORD Focus Rally

TVRGriffith

MERCEDES SLK Z30

CHRYSLER PT Cruise

LISTER Storm

DODGE Viper GT

ACURA NSX

GRAN TURISMO 3 DIARY

The Gran Turismo mode is a life-consuming challenge. We spent a day Sellotaped to the settee with a copy of the game and a stash of sharpened pencils to record our first steps into gaming nirvana. Will you be able to do better?

SATURDAY MORNING

10.00 AM
Crawled out of bed and took my B-licence. Took 20 mins to complete challenge B-8.

10.30 AM
Snooped around the car garage. Pancied a Pagoni Zonda. Settled for a GT-Apex AE86 Type II.

10.35 AM
Took the car to the test track. Got her up to 204.3 km/h.

10.40 AM
Entered the Sunday Cup. Finished second on Trial Mountain by 0.370 of a second. Went to the kitchen for sweets. Couldn't find any. Bought some spark plugs for 300,000.

GT-Apex. Like a Capri but much, much worse.

10.55 AM
Took the old pride and joy to 209.7km/h on the test track. At a cost of 55555.5 for every extra km/h. That's a lot of sweets.

11.00AM
Won the Midway Raceway in 1.41.940. A new record.

11.30 AM
Won Speedway to secure the Sunday Cup! Won a GT-Apex AE86 Type II. I wanted sweets.

SATURDAY AFTERNOON

12.15 PM
Had sweets for lunch. Tackled my A-licence. Swore 27 times taking challenge A-8.

1.00 PM
Entered the Clubman Cup. Finished third on the Rome City circuit.

Stopped for sweets, as another licence test goes begging.

1.20 PM
Sold my GT-Apex. Sniii.

1.30 PM
Bought a type I turbo with the cash. Boosting the car from 129ps to 169ps. Recorded 220.5km/h on the test track - a new record!

1.45 PM
Tried Rome again. Finished fourth. Called my PS2 a git.

1.50 PM
Rome again. Smashed an MR-S S off the last bend to secure victory by 0.2 secs. Spent brief moment of hysteria gloating.

3.30 PM
Finished second on two stages of the Clubman Cup. Bought a stage II exhaust boosting my motor from 169ps to 183ps.

4.30 PM
Finished fourth on Deep Forest five times in a row. Swore 28 times. Bought new shocks and reduced the weight of my car.

SATURDAY NIGHT

6.30 PM
Won Deep Forest. Told my PS2 who his daddy was. Won a Mazda Roadster.

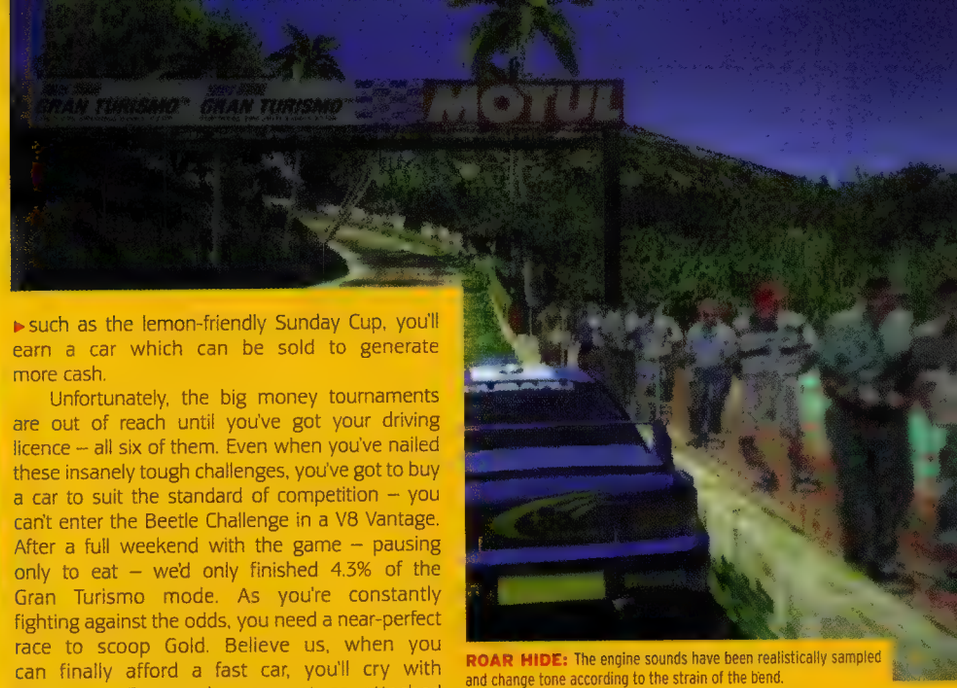
7.30 PM
Sold my remaining GT Apex.

7.45 PM
Bought a type I turbo for my Roadster boosting it to 248ps. Completed a test lap at 228.7km/h. Watch out world!

5,000 yen for a car wash with zero benefits? Go on, then.

8.00 PM
Spent three hours trying to win the PR challenge. Arse.

11.30 PM
Went to bed. Dreamt about cars. And sweets, lots of sweets...



ROAR HIDE: The engine sounds have been realistically sampled and change tone according to the strain of the bend.

▶ such as the lemon-friendly Sunday Cup, you'll earn a car which can be sold to generate more cash.

Unfortunately, the big money tournaments are out of reach until you've got your driving licence – all six of them. Even when you've nailed these insanely tough challenges, you've got to buy a car to suit the standard of competition – you can't enter the Beetle Challenge in a V8 Vantage. After a full weekend with the game – pausing only to eat – we'd only finished 4.3% of the Gran Turismo mode. As you're constantly fighting against the odds, you need a near-perfect race to scoop Gold. Believe us, when you can finally afford a fast car, you'll cry with happiness. Conversely, you get so attached to your old motor that it becomes heart-wrenching to sell them on.

DUEL SHOCKS

Multi-player competition is equally well catered for. The split-screen mode can be divided vertically or horizontally. Astoundingly, there's very little compromise in terms of frame-rate or detail, though the draw distances take a slight hit. Nothing shocking, just the odd hiccup on scenery-intense courses such as the Cote D'Azur. The jewel in the crown is the i-Link facility. With six PS2s, six TVs and six copies of the game, you could create an authentic arcade atmosphere in your front room. Forget the initial outlay, it's some payoff – and probably the greatest competitive experience available in videogaming today.

INSIGHT

Sony of Japan recently conducted a *GT3* survey. Over 50% of the existing PS2 owners interviewed said they would buy the game, 21% of those interviewed were buying a machine because of *GT3* and 7% said it was the only game they'd ever play on their PS2.

So is there really anything *wrong* with *GT3*? Well, not really. There's the odd-gripe, such as the way you have to skip menus to check your progress in Arcade mode, but nothing serious. The biggest flaw is the difficulty of the Gran Turismo mode. If you choose the wrong car from the offset, you'll struggle needlessly. Races do become increasingly frustrating and it takes a *perfect* lap to win. If you sell the car too soon, you won't have enough to buy another one. Stupid, no? Up close, the flat spectators look cheap and, debatably, the game looks a little too perfect for its own good – it's almost sterile.

The big question is, how much does *GT3* improve on its forbearers? In terms of game structure, it's virtually identical – with familiar tracks, competitions and licence tests. You'll either relish the chance to tackle old challenges in glorious technicolour, or balk at the repeat investment required. Undeniably, *GT3* is such an improvement, that the impact *feels* completely different. Only the most cynical gamer would suggest otherwise.

CHAMPAGNE FINISH

Familiarity breeds contempt, but it can't erode quality. Regardless of how much you've seen or read about *GT3*, there're moments when you're forced to acknowledge its genius. It might take an unexpected reflection of light, or the joy of last-ditch victory, but *GT3* thrills for as long as it's wedged in your PS2. Morally, we can't say this is the best PS2 game ever, because it isn't a *truly* original experience – but if you're looking for a sublimely polished challenge, or a jaw-dropping showcase for your PS2, no other game comes close. When the UK version appears, buy with confidence. And feel good about life. **PSM2**

The Japanese version of GT3 is available on import now, but we recommend waiting until July for the official UK PAL release.

IMPACT POINT

Winning your first tournament in Gran Turismo mode. After hours of being pipped at the post, cheated and generally humiliated by the faster computer cars, you scrape together enough cash to buy a turbo. You win the next race with a five second lead. In no time at all, you're laughing at your rivals as your souped-up banger screams to another victory. When you win the tournament, and scoop a car, you've got so much money you almost don't know where to start. Until you look at the cost of a sports car, that is. Eek.

SPEEDSTER'S CHOICE

1. **GRAN TURISMO 3** The finest racing game of all time – probably hasn't *that* much competition on PS2.
2. **FORMULA ONE 2001** Studio Liverpool's bed-wettingly realistic simulation will keep you awake at nights.
3. **RIDGE RACER 5** If you like speed and minimum fuss, this is the answer – bad fogging in two-player mode, mind.

PSM2 VERDICT

GAMEPLAY
+ Fine-tuned, ever-expanding perfection.
- Initially unforgiving

GRAPHICS
+ TV quality replays, silky update.
- Feels unnaturally polished. No car damage. Tiny pop-ups

SOUND
+ Gut-wrenching engine roars and squeals
- Looping guitar rawk.

LIFESPAN
+ Months and months of challenge...
- ... Which may become repetitive.

OVERALL
GT3 is a near-perfect game – which astounds and challenges in equal measure despite the familiar gameplay. A virtual work of art.

93

SCREAMING

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

THERE'RE KILLERS ON THE LOOSE, AND YOU'LL FIND PSM2 HOT ON THEIR TRAIL, BRINGING 'EM IN...

DUNCAN

All hell's broken loose in the PSM2 office. If we're not going nuts over *Winning Eleven 5*, we're freaking out with *GT3*. If that seemed like the end of the goldrush, then prepare to be poked hard with a six-foot feelgood stick, as we unveil three of our most anticipated titles of this year. Saddle up people, and as we get ready to risk life and limb to cage these killer apps.

Fresh from a trip to LA, we've got the grind on *Tony Hawk's Pro Skater 3*. The second PSone instalment is our backward-compatible buddy of choice, so imagine the force needed to restrain our Dan when he came haring through the door with a head full of incredible skatey details.

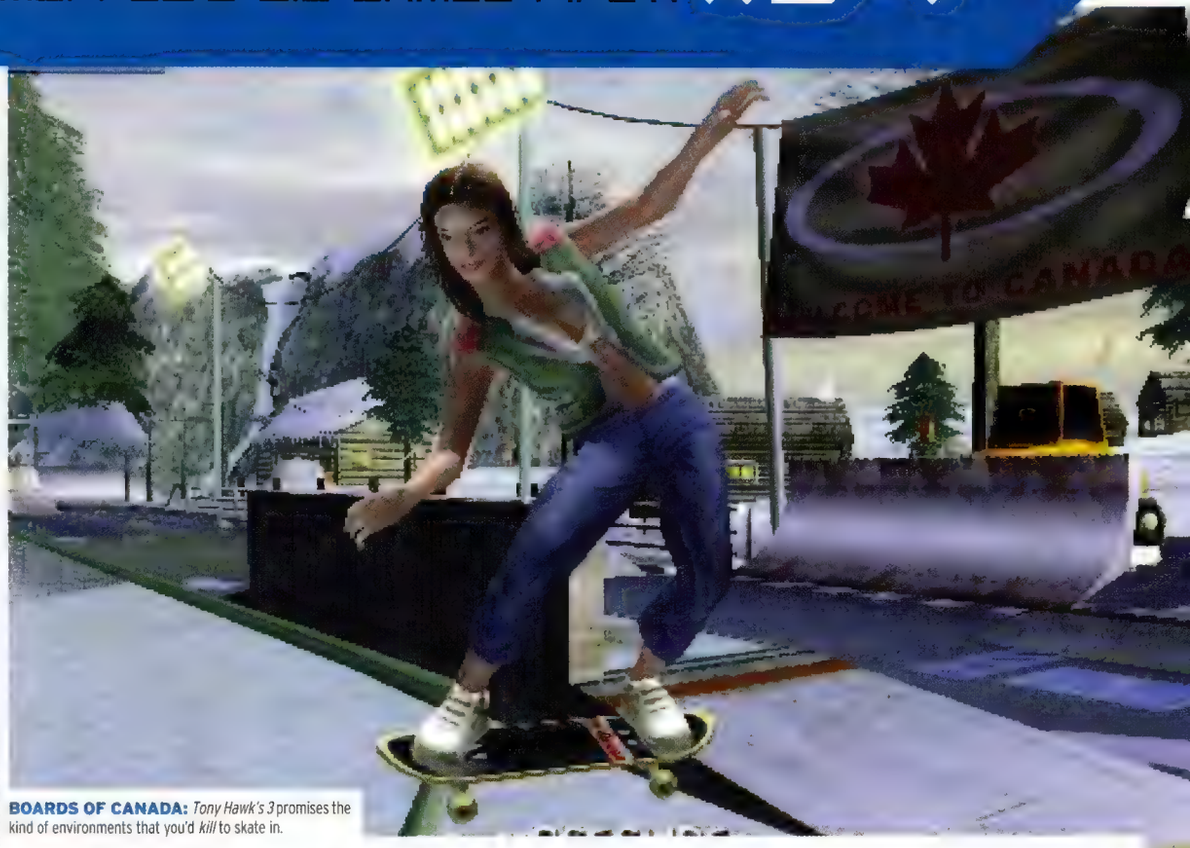
Everyone's favourite downhill good time, *SSX*, is getting a makeover. EA Big have broken out the tarting-up brush and we've got exclusive news and sketches from EA themselves to share with you. Zoe in a helmet? It's like a dream come true.

The third man, in this mind-boggling PS2-is-ace conspiracy is *Final Fantasy 10*. Square's incredible series looks set to defeat the curse of the evens with the kind of look that doesn't so much turn heads, as shear them clean off your shoulders. We don't care how much it hurts – we want it now. Ow. PSM2

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also keep you comprehensively informed of the very latest game development news as it happens, up here at the front of Coming Soon.

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.



BOARDS OF CANADA: *Tony Hawk's 3* promises the kind of environments that you'd *kill* to skate in.

DEVELOPMENT NEWS

TONY HAWK'S PRO SKATER 3

PSM2 is granted an exclusive premiere of the Hawkster's PS2 debut, and becomes the first magazine in Europe to enjoy on-line gaming. Result...

That's right, *Tony Hawk's Pro Skater 3* will be playable on-line. Yes, *on-line*. During an exclusive showing at Activision's American HQ, PSM2 tackled the boys from Neversoft at their own game – while they sat in a different zip code. We'd barely recovered from the scintillating visuals, when three new players popped up on-screen via the magic of an Ethernet connection. Unbelievably, there was no slowdown or loss of detail. This was the full screen multi-player game of *Tony Hawk's* we'd always dreamed about.

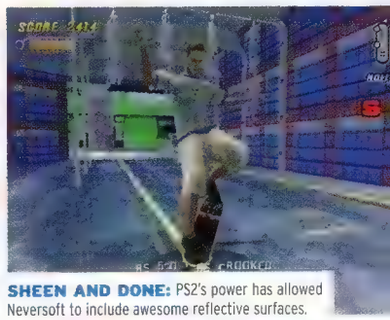
Activision weren't able to discuss the technical details of this accomplishment – or confirm the on-line facility for the UK release – but we can still reveal some exclusive details about Tony's PS2 debut. First up, the graphics are incredible. The environments look as rock-solid as *SSX's*, shifting effortlessly at 60fps. The Los Angeles level looked like a living city, teeming with pedestrians and traffic. The

D-LINK ON-LINE

Activision wouldn't reveal specifics, but these first pictures prove that the D-Link box is no bigger than the palm of your hand, acting as middle man between the PS2's i-Link port and the standard phone line. More next month.

FREEWAY TO GO: Try to rattle pedestrians by collapsing the huge freeway above them.

MEET THE FEEBLES: The skaters have all-new balance and tumble animations.



SHEEN AND DONE: PS2's power has allowed Neversoft to include awesome reflective surfaces.

UNDER DRESSER: Skaters will have realistic dimensions and more than two standard outfits.

SPLIT SCREEN: The boards are more detailed than ever with realistically wobbly trucks.

other level we were shown, Canada, had a snowy and organic feel, with realistic trees and water effects, sharply contrasting the blocky terrain of the PSone games.

Better yet, the terrain is more interactive than ever. Neversoft are moving away from the technical demands of *THPS2* and making the level objectives more entertaining. For example, on the sprawling LA course, we had to grind a series of rails to collapse the overhead freeway with an earthquake. It was then possible to reach this top level and grind on the stranded cars. As the driver screamed, "I don't want to die", we popped a cheeky kickflip smith grind sending him plummeting below – blocking the path of an oncoming bank robber. Other objectives will include pulling tricks for photographers and impressing ladies.

Rest assured, the gameplay's as rewarding as ever. The core system remains the same, but with an on-screen balance meter and a new Revert command. Tapping ● as you land causes the skater to spin 180°, allowing you to move into a manual roll. This way you can chain tricks between ramp moves – your run could be one long combination. Add realistic character proportions, twice the number of tricks and a revised Player Create mode and you're looking at one of our most eagerly anticipated titles of all time. Yes, it really is that good.

PSM2 RECKONS *The traffic stops for you, blood smears the floor and people flee from falling objects – in short, it's Tony Hawk's in the real world. Well, almost. Either way, we can't wait.*

GLOBAL WARNING! *THPS3* features a new Natural Combo system – for example, tap ○ three times while holding the D-pad right to produce a triple kickflip.

JOIN UP: Using the new Revert command it'll be possible to link this move into a combo.

MAD ABOUT THE POISE: It's easier than ever to judge your rail tricks using the new balance meter

BYTESIZE

› **RAGE** have acquired the rights to all five Rocky films – expect to be playing step-climbing and beef-pummelling sub-games by early 2002. Think about it – Mr T and Dolph Lundgren – hitting *each other*! We can hardly wait.

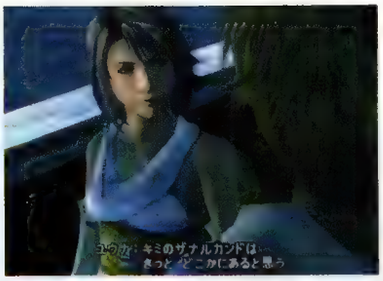
› **CAPCOM vs SNK 2, the best 2D beat-em-up ever, will hit PS2 in October. If the thought of Ryu and Terry Bogard taking on Geese Howard and M Bison doesn't excite you, then you wasted your childhood playing outside.**

› **SAMMY** are rumoured to be planning a PS2 instalment of *Guilty Gear*. The Dreamcast version's hi-res graphics make it the best-looking 2D fighter ever – which the PS2's greater animation memory could better. *Terrible* game, though.

› **SONY will be releasing *Rimokokoron* in Japan on June 28 – the idea's to observe the people living in a little town, and manipulate their lives by giving out advice. Like that old woman at the end of your road.**

› **KONAMI** have confirmed that David Hayter, co-writer of the X-Men movie, will be returning as Solid Dave Snake in *MGS2*. Also returning are Patric Lane, Revolver Ocelot and Christopher Frtz (Otacon).

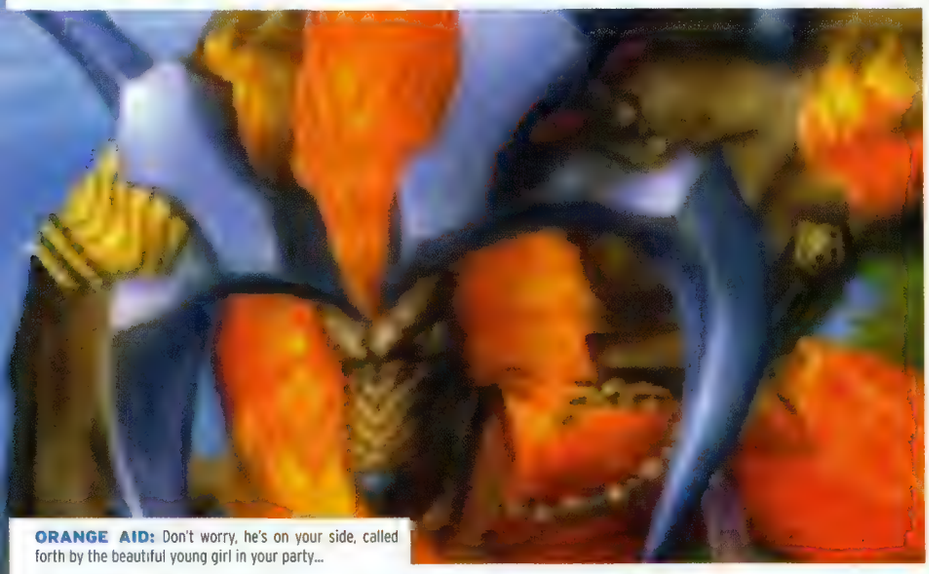
BEASTY JOY: Yuna can summon monsters to assist her in battle. They can kick into normal, special and spell attacks.



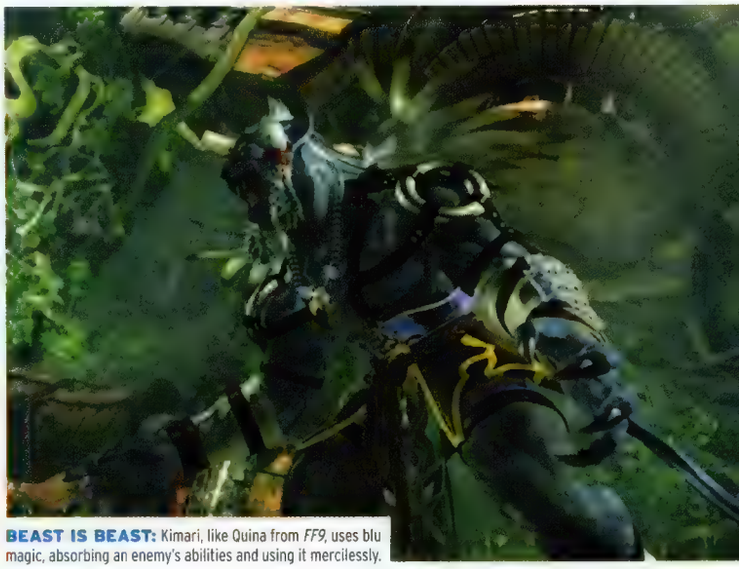
GAZE OF THUNDER: Blonde boy Tidus and Yuna share a knowing glance. There's something going on there...

SHUFFLE HOARD: *FFI0* lets you change members of your party during a battle – a much needed improvement.

SMOOTH MOVE: The transitions between the different elements of the game, from battles to cut-scenes, is slick.



ORANGE AID: Don't worry, he's on your side, called forth by the beautiful young girl in your party...



BEAST IS BEAST: Kimari, like Quina from *FF9*, uses blu magic, absorbing an enemy's abilities and using it mercilessly.

›FIRST PLAY ファイナル

FINAL FANTASY 10

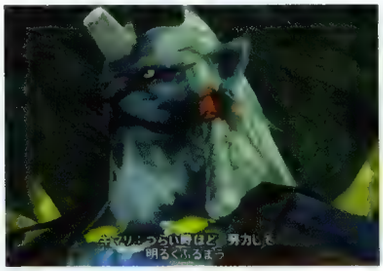
The Spring Tokyo Game Show allowed PS2 gamers to play the brand new instalment in Square's epic saga. It stunned everyone...

The world's first taste of *Final Fantasy* on PS2 came in the form of a two-location demo. Queues streamed out from Square's stand at the TGS, with gamers eager to try both the grim cavernous area or the tropical island levels.

Both environments looked utterly fantastic, with mesmerising lighting effects and rich texture details. The backgrounds PSM2 saw were rendered in real-time, with a camera that consistently selected the most dramatic angles. The cut-scenes gluing everything together were also some of the most engaging we've seen.

As for how it played, well, you pretty much know what you're going to get with a *Final Fantasy* title – plenty of running around the game-world fending off random enemies with combinations of weapon attacks, spells and special abilities. There have been several notable additions though, which we outline with the help of these eye-melting images...

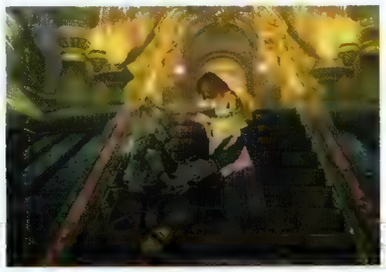
PSM2 RECKONS *The most convincing fantasy world ever created*



CAT MAN DO: Kimari Lonzo, looking not unlike a pumped-up Armor King from *Tekken*, is Yuna's guardian.

GETTING GIGGLY WI' IT: Yuna's a 17-year-old Summoner, the daughter of High Summoner Braska.

SWEET AND LOWDOWN: Square are keen to show as much of Yuna as possible. You can't blame them, really...



KIMARI WILD: The beastman joins *FF10's* heroic party after mistakenly fighting with its leader, Tidus.

GIMME IT: Yuna is 'fiercely determined'. If she doesn't get what she wants, hell, she'll just summon a monster...

MOVIE MAGIC: The game sees cinematic presentation being taken to another awe-inspiring level on PS2.

BYTESIZE スカラシサ

› **SEGA** will feature breakable scenery in *VF4*, along with new gameplay features including 'Charge' and 'Avoid' moves – which will allow you to break an opponent's guard or fight very defensively. The monk's name, incidentally, is Lee Fai.

› **MIDWAY are working on *Mortal Kombat 5*. The fatalities will remain, but series producer Ed Boon promises that the game engine will be reworked. Scorpion and Sub Zero will return, but other characters are unknown...**

› **NEWKIDCO** are bringing all manner of child-related gaming to the PS2. Their line-up includes two games based on ET and *Tom and Jerry's Big Brawl*, set to be released in early 2002. We pray they'll be better than they sound.

› **TDK MediaActive are teaming up with No Rules clothing – a brand that 'embodies the hip, urban lifestyle', according to producer Vincent Bitetti – to produce games based on skateboarding, surfing and... scooter-riding.**

› **SUNSOFT** are working with Capcom on *Clock Tower 3* – an adventure based around a series of murders in Paris during the 1900s. The story's being handled by Masushi Sugimura, who last worked on *Devil May Cry*.

› **CAPCOM have announced that Takeshi Kaneshiro won't be appearing in *Onimusha 2* – which suggests that his counterpart Samanosuke won't be making an appearance either. Time for some new blood?**

› **NAMCO** will be releasing a *Time Crisis* game for PS2 – the most likely candidate's *Time Crisis 2*, although it isn't clear how they'll translate the twin-screen action to a single machine. If, indeed, they do.

SOCK IT, MONSTER: Yuna's summoned beasts remain in battle until you recall them. That's it, give him a stroke...

ODD SQUAD: Think green boy's weird? Wait 'til you see Wakka, the meat-head in your party, and his Blitzball attack...

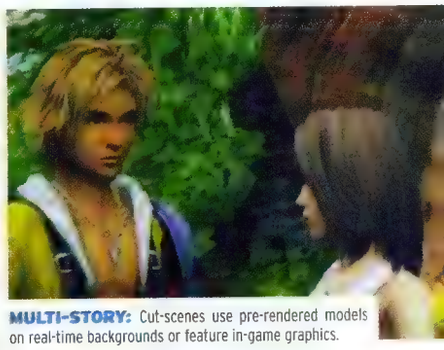
BODY, BAGGED: The character models are crisply detailed – more so than in *The Bouncer* or *Metal Gear Solid 2*.

GOB ALMIGHTY: In another first, *FF10* features character voices, currently only in Japanese.

SQUINT EASTWARD: Beautifully backlit, Yuna, slightly sweaty here, watches you from her lash curtains...

THANK YOUR EYES FOR PS2

Feast your seeing equipment on the shots on this page – *Final Fantasy 10* is one of the most stirring games you've seen on PS2, is it not? Square are, visually at least, forgoing the 'cuteness' of *FF9* and returning to the mature presentation of *FF8*. Just take it all in...

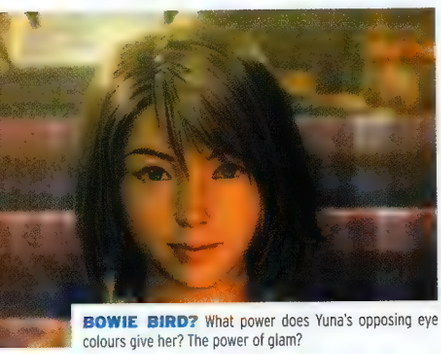


MULTI-STORY: Cut-scenes use pre-rendered models on real-time backgrounds or feature in-game graphics.

FELINE GOOD: Yuna's guardian comes equipped with a replenishable slap-mounted cup dispenser.

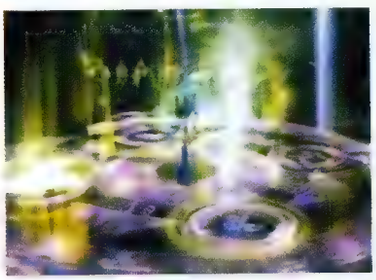
BOOGIE FIGHTS: The music's once again composed by Nobuo Uematsu. You'll find it hard not to tap your feet.

CHAT YOUR PANTS: How many hours of gameplay will there be? No-one knows yet. But there'll be a lot of talking...

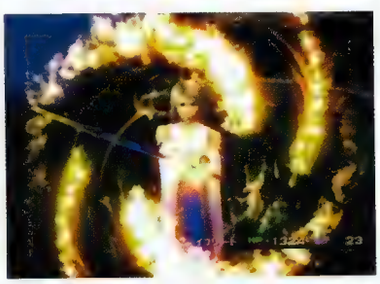


BOWIE BIRD? What power does Yuna's opposing eye colours give her? The power of glam?

FRUCTIS, I'M OFF... No-one does such lifelike hair rendering as Square. Apart from Namco. Who can't do teeth.

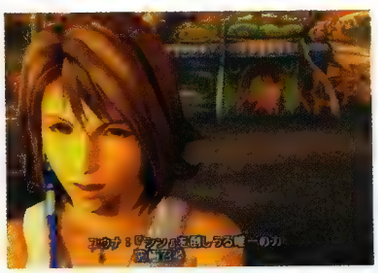


BLAST FROM THE CAST: In the background you can just make out the rest of your party. Do they look impressed?



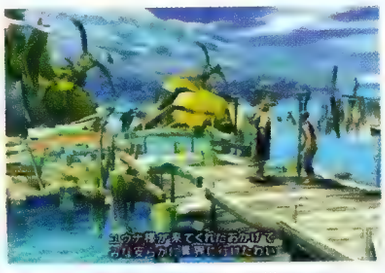
BLAST DANCE: The camera angles selected during the battles and cut-scenes are more dynamic than previously.

CARAMEL EYES: The camera constantly follows you around the environments, rather than staying static.

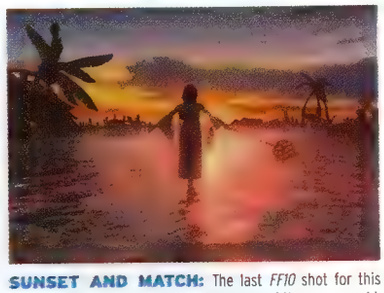


LIP BARMY: The mouth animations are well in-synch with the voices. Let's hope the English version's as good...

REAL 'EM IN: The special effects are staggering – water, mist, light and shadow creating a showcase for PS2.



GREGORIAN CHANCE: Random battles are a common feature in the game. Luckily, this guy looks a bit of a weed.



SUNSET AND MATCH: The last *FF10* shot for this issue reveals the truly breathtaking scope of the game-world.

****ALIENS ARE OUT TO STRIP THE WORLD OF CARBON.
THE REALLY BAD NEWS IS YOU'RE MADE OF IT.****
Without carbon there would be no life on Earth.
After all, it makes up 18% of the human body. In (c-12) you fight
to save your skin, and every other bit of you, in what Gamesmaster
calls "a brilliant cross between Metal Gear Solid and Syphon Filter".
>> COME ON, LET'S SEE WHAT YOU'RE MADE OF >>
PlayStation
DO NOT
UNDERESTIMATE
THE POWER
OF PLAYSTATION
△○×□
www.uk.scee.com/c12
c12
PlayStation
>>

" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. C-12 Final Resistance ©2001 Sony Computer Entertainment Europe.

SLOPE STYLE

Sadly, we've yet to see any new characters – which makes us suspect that EA are making do with what they've got. Don't worry, though – they'll all be showing off flashy new duds. Also, the inclusion of a cohesive story means we could be seeing more of their personalities – Mac, for instance, comes from a broken home...

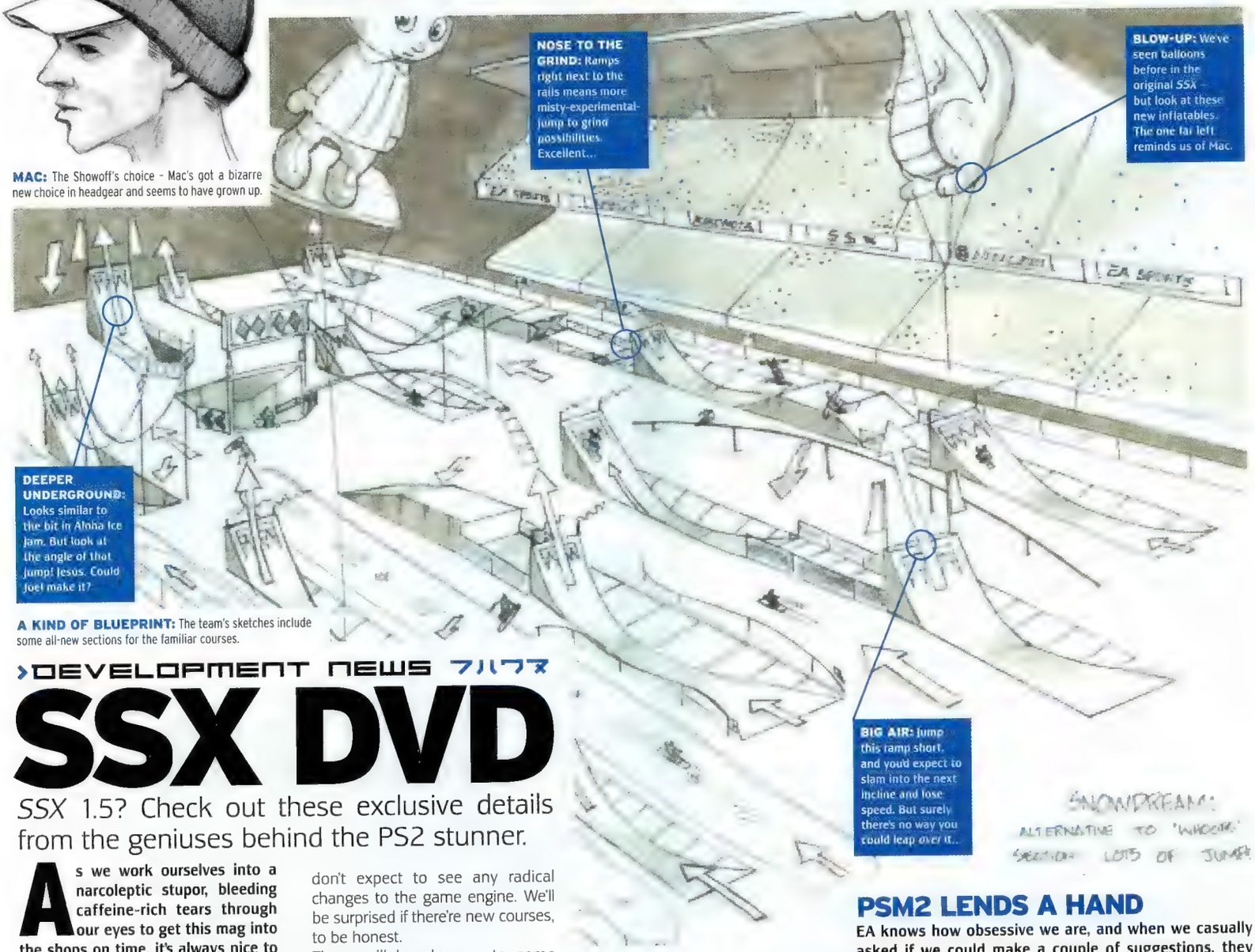
JURGEN: The 'stable' one - he could be much more aggressive this time.

MOBY: The snowboard circuit's equivalent of Jamie Oliver now sports a few piercings.

ZOE: Everyone's favourite Riot Grrl's got a new 'do. We've also seen pics of her in a helmet.

ELISE: Looking prettier than ever in her cap and shades. Marcus always picks her, y'know.

MAC: The Showoff's choice - Mac's got a bizarre new choice in headgear and seems to have grown up.


NOSE TO THE GRIND: Ramps right next to the rails means more misty-experimental-jump to grind possibilities. Excellent...
BLOW-UP: We've seen balloons before in the original SSX – but look at these new inflatables. The one far left reminds us of Mac.
DEEPER UNDERGROUND: Looks similar to the bit in Alpha Ice Jam. But look at the angle of that jump! Jesus. Could Joel make it?
BIG AIR: Jump this ramp short, and you'd expect to slam into the next incline and lose speed. But surely there's no way you could leap over it...
SNOWDREAM: ALTERNATIVE TO 'WHOOM' SECTION. LOTS OF JUMPS

A KIND OF BLUEPRINT: The team's sketches include some all-new sections for the familiar courses.

›DEVELOPMENT NEWS フハフヌ

SSX DVD

SSX 1.5? Check out these exclusive details from the geniuses behind the PS2 stunner.

As we work ourselves into a narcoleptic stupor, bleeding caffeine-rich tears through our eyes to get this mag into the shops on time, it's always nice to know that someone else is doing the same. Which is why we weren't *too* disappointed when *SSX* producer Larry LaPierre couldn't say much on this update of the PS2's finest game – he and his team are working furiously to make it a worthy update. Still, they weren't too busy to send some concept our way – and you'll be pleased to know that, when we said we'd unearthed some early designs for the game and everyone doubted our words, *we were right*. It's OK. Just trust us in future. To business, then...

WHAT WE KNOW:

- It's not going to be a true sequel – don't expect to see any radical changes to the game engine. We'll be surprised if there're new courses, to be honest.
- There *will* be changes to some courses – the sketch above's a replacement for the bumpy central bit of Snowdream, just before the central orange pipe.
- The team are thinking about adding a story, cut-scenes, or inter-character relationships – maybe Mac could develop an unrequited crush on Elise, or JP could start a bitter rivalry with Hiro.

WHAT WE DON'T KNOW

- Whether there'll be new characters – we haven't seen any yet.
- How well the story will work – will characters show off, or only attack their enemies? We've seen this sort of thing before, but we can't remember seeing it done well.
- What it's going to be called – *SSX DVD* is just a working title.

WHAT WE THINK:

- *SSX* was, in all honesty, the first game that made us love the PS2, clasping its heavy, angular body to our chests until it left bright red rib marks. We desperately want this update to be good, and we think EA Big do, too – which is why we urge them to forget the story and just make *SSX DVD* as thumb-blisteringly playable as the original.

PSM2 LENDS A HAND

EA knows how obsessive we are, and when we casually asked if we could make a couple of suggestions, they were more than happy to listen. At which point we buried them under a deluge of paper, all of it covered in our feverishly-scribbled brainwaves. Here are some highlights from the list...

- Customisable outfits, or maybe a ski-shop with a credits system. We quite like being able to choose our own hats and goggles.
- Tricks unique to each character – like the Hawk 900 in *Pro Skater 3*.
- On-line character competition – maybe even a boarder lounge where you can idly boast about times and scores.
- A trophy room – save a character and take him round to your mate's house.
- The ability to design your own character.
- A mystical, zen-like snowboarding master, who's only unlockable as a secret character. Maybe with an afro.

THAI'S THE LIMIT: As well as all manner of cool cars, you get to play in Thai auto-rickshaws. Brilliant.

POLICE STOP: It'll probably be the first game where you're rewarded for crashing.

> DEVELOPMENT NEWS フハフヌ

STUNTMAN

He made Eastwood such a star, but only the insane would chose a profession where you set *yourself* on fire. Deliberately. Now anyone can do it...

At some point in their life, everybody considers becoming a stuntman, but something – usually chronic vertigo or fear of explosions – usually stands in the way. Happily, neither should bother you in *Stuntman*, where you play a Hollywood daredevil, trying to pull off increasingly lunatic tricks across a variety of locations. Managing barrel rolls and T-bone smashes will earn you props – including ramps and explosives – to construct your own stunt arena. To give it that air of authenticity, stuntman Vic Armstrong has been working closely with Reflection Studios. Between them, they've worked on *Return of the Jedi*, *Terminator 2* and *Destruction Derby*.

PSM2 RECKONS *Great. Now all we need's a game that simulates running away to the circus, and the mag's safe.*

A LITTLE BIT OFF THE TOP: Notice the damage that the flyover takes - nice touch.

WHITE LOTUS SOCIETY: The more glamourous levels feel a bit Miami Vice.

> DEVELOPMENT NEWS シフヨ

STAR WARS

Bad news first. As we've suspected for a while, *Star Wars: Obi Wan* won't be coming to PlayStation 2 – it's now likely to be PC-only. Never mind that, though – the name *Star Wars: Bounty Hunter's* already been registered which tends to support recent rumours that LucasArts are making a PS2 game based on Boba Fett and his nefarious peers. LucasArts have declined to comment, but one thing they *have* confirmed is that they'll be announcing a different PS2 title in the near future – the likely bet's *Star Wars: Starfighter 2*. They've also released the following artwork, which seems to be full of bounty hunters. We'll leave you to draw your own conclusions from it.

PSM2 RECKONS *Gutshot Greedo as a super-secret character? We can only hope.*

THE TASTE OF PARADISE: He's not quite as cool as Lando and Boba Fett, is he?

©LUCASFILM LTD & TM. ALL RIGHTS RESERVED

"REALISM WOULD HAVE BEEN TWO HOURS OF BOREDOM PUNCTUATED BY TEN MINUTES OF SHEER TERROR"

PETER HERSCHMAN

The Executive Producer of the *Medal of Honor* series explains why he's taken a few creative liberties with the events in *MoH: Frontline*.

BYTESIZE CONT

> **CAPCOM** are working with Namco on *Gun Survivor 2: Biohazard Code Veronica* – a light-gun based shooter which should hit Japanese arcades in June. A PS2 release seems likely – maybe they'll stick 'Complete' on the end.

> **ACTIVISION** have acquired the rights to The Weakest Link – expect a PS2 game in October this year. President Ron Doornink promises players will 'experience the biting wit of Anne Robinson from the comfort of their own living room.'

> **CRITERION software have formed a strategic alliance with Empire Interactive – who'll be able to use Criterion's RenderWare on the upcoming *Antz Racing* and *Starsky and Hutch*. Well, RenderWare worked magically on *ISS*...**

> **THQ** have teamed up with Nickelodeon – but rather than producing games based on tat like SpongeBob Squarepants, they'll be making original games which then become TV programmes. Joseph: The Teenage Summoner, anyone?

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg62
Fill your brain with unbeatable buying advice.

STRATEGY pg100
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg120
Don't miss an issue of PSM2 with our great offer.

VILLAGE PEOPLE: Rather than drive around deserted townships, you'll find yourself in the middle of a warzone.

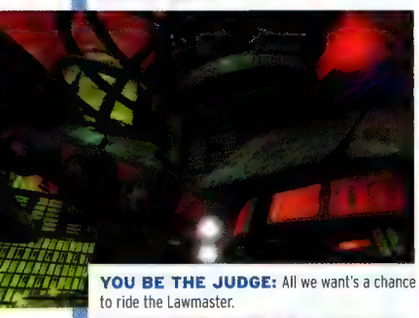
GLOBAL WARNING! This time, every vehicle will take damage, and we've been promised impressive particle physics on the smoke and explosions.

›DEVELOPMENT NEWS シフエ

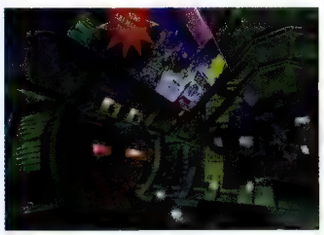
DREDD VS DEATH

When Chris and Jason Kingsley bought the 2000AD licence, there were yelps of excitement in the PSM2 office. The Rebellion brothers grew up reading the comic, so they should know what makes it so good – dark satire, black humour and extreme violence. Their first PS2 outing based on the comic, natch, will be a Dredd game – an FPS based around old stony face's long-running feud with Judge Death. To capture the visual style of long-running artist Carlos Ezquerra, the developers are using a process that they're calling 'Graphic Novel Shading' – a process similar to *Fur Fighters*' cel-shading effect, but capable of handling several light sources. Unfortunately, there's no sign of Dredd yet, but you'll notice the Hall of Justice, a Catch-Wagon, and some of 2000AD's trademarks – look at the signs for Rat Madras-flavoured Grot Pot.

PSM2 RECKONS *It's nice to see a Dredd game being developed by people with a genuine enthusiasm for the character – it should be damn great.*



YOU BE THE JUDGE: All we want's a chance to ride the Lawmaster.



FUTURE PERFECT: You'll be able to visit classic areas like the Smokatorium, too.

›DEVELOPMENT NEWS フハフヌ

SMUGGLER'S RUN: HOSTILE TERRITORY

It's time to make another bundle of illicit cash. But this time it's into the badlands of Asia, where the stakes have been raised considerably...

Don't be fooled by the Dukes of Hazzard-style antics of the first *Smuggler's Run*, kids – it's a violent, scary profession. *Hostile Territory* promises a more realistic experience this time, taking place across Vietnam and Afghanistan. Rather than just picking up Ming vases from the middle of the desert, you'll also be working within a structured storyline, broken up by FMV cut-scenes. The enormous free-roaming environments remain, but this time they'll be full of ancient ruins, prosperous fishing towns, bombed-out villages... and minefields. Other hazards include avalanches and gunfire, which you'll be scooting away from on new vehicles – including tanks and... um, a Quad bike. Suddenly, smuggling seems a lot more dangerous.

PSM2 RECKONS *The Smuggler's Run engine bolted onto a dark, story-driven game? It should be brilliant.*

MINE TO TOY WITH: Minefields will offer nippy, but dangerous, short-cuts through the terrain.

TANKS VERY MUCH: And we thought it was bad when the bizzies came after you in vans.

›UK TECHNOLOGY NEWS シフヨノ

007: AGENT UNDER FIRE

To be honest, we were worried about Bond's first outing on PS2. An updated version of *TWINE*? A sequel to *007 Racing*? Sweet, sweet Christ, no. Thankfully, EA have opted to make *Agent Under Fire* a completely original story – although fans of shooting, gadgets and scantily-clad ladies are unlikely to be disappointed. The jet-pack's returning, joined by the Q-Claw – a grappling hook that'll let our hero scale buildings like a tuxedo-clad Peter Parker.

PSM2 RECKONS *Pierce Brosnan's all very well, but let's see a cheat mode that lets us play as Sean Connery. Now that would be shmashing.*

GLOBAL WARNING! In an odd quirk of licensing law, the likenesses of a few Bond actors will appear, but the names of the guns won't. Spoilsports.

ONE OFF THE WRIST: To make things trickier, the Q-Claw's only useable in certain places.

>READER TOP TEN GAMES フハワヌキニラ

YOUR MOST WANTED

We've tempted you with *ISS* – and now *GT3* – reviews, and you've gone mad...

1 ISS PRO EVOLUTION

- **DEVELOPER** KCEJ
- **GAME TYPE** Football Sim
- **ON SALE** October 2001

To all the *FIFA*-haters who've told us they hope this'll finally be recognised as the greatest football game of all time – we're with you all the way

www.konami.com

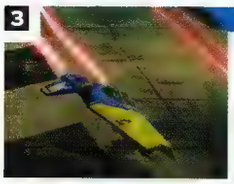
2 GRAN TURISMO 3

- **DEVELOPER** Polyphony Digital
- **GAME TYPE** Racing Sim
- **ON SALE** July 2001

You've got a bit longer to wait, but it's well worth it Read the review – if you haven't already – starting on pg20 in this issue

www.scee.com

3 WIPEOUT FUSION



- **DEVELOPER** Studio Liverpool
- **GAME TYPE** Arcade Racing
- **ON SALE** TBC

Dedicated *WipEout* fans have written to us demanding to know what's happening to their franchise. Not much, at the moment

www.scee.com

4 NBA STREET

- **DEVELOPER** EA Big
- **GAME TYPE** Arcade Basketball
- **ON SALE** July

Even people who hate *FIFA* – and basketball – are anxious for this. As long as EA Big can keep up its rep set by *SSX*, it'll do well...

www.ea.com

5 DEVIL MAY CRY

- **DEVELOPER** Capcom
- **GAME TYPE** Survival Horror
- **ON SALE** TBC

Watch the carnage unfold on our DVD, then turn straight to pg94 to see if this is the zombie-slotter for you. Or try to do both at once. Go!

www.capcom.com

6 THE MATRIX

- **DEVELOPER** Shiny Entertainment
- **GAME TYPE** Action Adventure
- **ON SALE** TBC

Don't get too excited – the shot's from the official movie website – details are still hazy about this potentially amazing licence.

www.whatisthematrix.com

7 HERDY GERDY

- **DEVELOPER** Core Design
- **GAME TYPE** Herding
- **ON SALE** TBC

Nice to see that it's not all about frenzied competition and bludgeoning the undead – you've got time to nudge fluffy animals around, too.

www.eidos.com

8 SILENT HILL 2

- **DEVELOPER** Konami
- **GAME TYPE** Horror Adventure
- **ON SALE** TBC

It promises to be a sickening, disturbing experience You, obviously, can't wait. Meanwhile, have a look out our playable demo preview on pg46. Creepy

www.konami.com

9 SSX DVD

- **DEVELOPER** EA Big
- **GAME TYPE** Snowboarding
- **ON SALE** November

"I just hope it isn't going to be a return to EA infinite-sequel hell," says Andrew Fleming, neatly summing up most people's feelings on the matter

www.ea.com

10 KURI KURI MIX

- **DEVELOPER** From Software
- **GAME TYPE** Puzzle
- **ON SALE** Now

"Am I the only one who thinks this looks interesting?" Says David Mulholland Nope, we quite liked it. Flick to pg74.

www.empireinteractive.com

LEAST WANTED

ARMY MEN: GREEN ROGUE

- **DEVELOPER** 3DO
- **GAME TYPE** Third-person shooter
- **ON SALE** June

"For the love of God, stop making *Army Men* games!" yells the world. "We Americans like them . " mumble 3DO

www.3do.com

MAIL US NOW!

WITH YOUR MOST WANTED GAMES...

Don't have a pop at us, we're just letting you know what you're letting us know. If you can't see the game that you're desperate to play, then mail us. We can share it with everyone. **WWW.PSM2.CO.UK**

PSM2 MOST WANTED

THE TEN GAMES KEEPING THE PSM2 TEAM UP NIGHTS.

1 TONY HAWK'S 3 ↑
Dan's gone back to real-life skateboarding in his frenzied state of excitement

2 CAPCOM VS SNK 2 ✳
Remember Billy Kane? Joe Higashi? The Duck King? Joel does. Oh yes

3 VIRTUA FIGHTER 4 ✳
The obsession with fighting continues – Jet Li's been in our video a lot

4 DEVIL MAY CRY ↑
The devil gets all the best tunes, and some solid games, too. Life, eh?

5 NBA STREET ↓
We're almost tempted to get out on the street and work on our Duncs

6 SMUGGLER'S RUN 2 ✳
Imagine luring those pesky border officials into a field full of Claymores.

7 007 AGENT UNDER FIRE ✳
Call us excited but vaguely apprehensive after *007 Racing*.

8 WWF SMACKDOWN! JUST BRING IT ✳
As it's now called. Make all the jokes you like. It'll be ace

9 DREDD VS DEATH ✳
"The crime isss life..." hisses Marcus, as we all hide under our desks

10 METAL GEAR SOLID 2 ✳
We *know* that Solidus will be making an appearance. But what about Liquid?

OUR LEAST WANTED

You can take your titie and...

THE FEAR

Girls in sailor suits getting stabbed? We don't want to sound squeamish, but.

>GET IN TOUCH シワヨカ

DEVELOPER CONTACTS

Game not working? Had this brilliant idea for a game where you play a gun-toting, wise-cracking camel? Time to tell the people that matter...

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

KONAMI EUROPE
01895 853 000
www.konami.com

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

ACTIVISION
01895 456 700
www.activision.com

CODEMASTERS
01926 814 132
www.codemasters.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

THQ
01483 767 656
www.thq.com

ARGONAUT
0208 200 5777
www.argonaut.com

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

HAVAS INTERACTIVE
0118 920 9100
www.sierra-online.co.uk

SCi
020 7585 3308
www.sci.co.uk

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

BASTION (for 3DO)
0207 490 323
www.bastion.co.uk

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

INFOGRAMES
0208 222 9700
www.infogrames.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

>SPEAK YOUR BRAINS シワヨカ

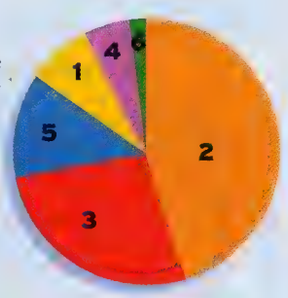
THE PEOPLE'S CHOICE

Last issue, we despaired at the dismal quality of most TV licences – *Simpsons Wrestling*, we hate you. *Hate you!* Ahem. Anyway, to cheer us up, we looked to the future...

TV OR NOT TV?

Your cathode-jangled brains came up with some interesting theories. What's the most promising TV licence heading for the PS2?

1 *Thunderbirds 12%*
2 *Scooby Doo 36%*
3 *Starsky and Hutch 30%*
4 *Dukes of Hazzard 2 4%*
5 *La Femme Nikita 17%*
6 *VIP 1%*



AND FOR NEXT ISSUE...

We know you're looking forward to it – but what would you *most* like to see in *WWF Smackdown! Just Bring It*?

Proper Hell In A Cell matches
Spike Dudley
The 3D through a table
A six-man TLC
Blood
Beating up members of the crowd

ANTICIPATION RATING: ICE COLD | MILD | GLOWING | FIERY | RED HOT

INCOMING!

Over 100 titles before the end of the year plus the usual glut of E3 surprises... Go on, treat yourself to a big, fat PS2 bonus.

June 2001

Gauntlet: Dark Legacy	Midway
Heroes of Sound Interactive Edition	Ubi Soft
WTC: War Jetz	3DO
Army Men: Blades Revenge	3DO
Portal Runner	3DO
Extermination	SCEE
Rugby	Electronic Arts
Red Faction	THQ
UEFA Challenge	Infogrames
Operation Winback	Midas Interactive
All-Star Baseball	Acclaim
International League Soccer	Eon
Bloody Roar 3	Virgin/Interplay
Fur Fighters: Viggo's Revenge	Acclaim

July 2001

Cart Fury	Midway
Silpheed: The Lost Planet	Virgin/Interplay
Gran Turismo 3	SCEE
ATV Offroad Fury	SCEE
Dark Cloud	SCEE
NBA Street	Electronic Arts
Onimusha: Warlords	Capcom
Dukes of Hazzard 2	Ubi Soft
Wacky Races	Infogrames
Ephemeral Fantasia	Konami
Goemon Action RPG	Konami
Roadsters 2	Titus
Tokyo Highway Battles	Ubi Soft

August 2001

Twisted Metal 3	SCEE
Sky Odyssey	SCEE
Resident Evil Code: Veronica X	Capcom
Commandos 2	Eidos Interactive
Soul Reaver 2	Eidos Interactive
All Wheelers American Pro	Acclaim
Dave Mirra Freestyle BMX	Acclaim
Extreme G 3	Acclaim
Shadow Man 2	Acclaim
Zombie Revenge	Acclaim

September 2001

Baldur's Gate: Dark Alliance	Virgin/Interplay
Alex Ferguson's Player Manager	3DO
World Rally Championship	SCEE
WipEout Fusion	SCEE
This Is Football 3	SCEE
World Championship Snooker	Codemasters
Thunderhawk: Operation Phoenix	Eidos Interactive
Project Eden	Eidos Interactive
Conflict Zone	Ubi Soft
Evil Twin	Ubi Soft

October 2001

Spy Hunter	Midway
NHL Hitz	Midway
Wingover 3	JVC
Kionoa 2	SCEE
Dropship	SCEE
Capcom versus SNK 2	Capcom
Herdy Gerdy	Eidos Interactive

November 2001

Arctic Thunder	Midway
Legion	Midway
Global Touring Challenge	Rage
Stunt Squad	SCEE
Drakan	SCEE
Project Y	SCEE
Devil May Cry	Capcom
Jeremy McGrath Supercross 2002	Acclaim

Late 2001

Thunderbirds	SCi
RLH	Virgin/Interplay
Hidden Invasion	Virgin/Interplay
Time Crisis 2	SCEE
Ico	SCEE
The Getaway	SCEE
Final Fantasy 10	SCEE
Prisoner of War	Codemasters
Grand Theft Auto 3D	Take 2
Alone in the Dark	Infogrames
ISS Pro Evolution	Konami
Crash Bandicoot	Havas
Pure Ride 2	THQ
Kelly Slater's Pro Surfer	Activision
Matt Hoffman's Pro BMX	Activision
Shawn Palmer's Pro Cross	Activision
Star Wars Online	Activision)
Super Car Street Challenge	Activision
Tony Hawk's Pro Skater 3	Activision

To Be Confirmed/2002

Robocop	Titus
Titanium Angels	SCi
Rocky Interactive	Rage
Giants: Citizen Kabuto	Virgin/Interplay
The Matrix	Virgin/Interplay
Lotus Challenge	Virgin/Interplay
Stunt GP	Virgin/Interplay
Exhibition of Speed	Virgin/Interplay
Top Gun	Virgin/Interplay
Ace Combat 4	SCEE
Vampire Nights	SCEE
Covert Ops	SCEE
Reload	SCEE
Final Fantasy 11	SCEE
Syphon Filter 3	SCEE
Medal of Honor: Frontline	Electronic Arts
Medal of Honor: Fighter Command	Electronic Arts
Sled Storm 2	Electronic Arts
FIFA 2002	Electronic Arts
LMA Manager 2002	Codemasters
Jurassic Park 3	Havas
Mummy Returns	Havas
Stuntman	Infogrames
Superman	Infogrames
La Femme Nikita	Infogrames
Moto Mayhem	Infogrames
Le Mans 24 Hours	Infogrames
Silent Hill 2	Konami
Metal Gear Solid 2	Konami
Suikoden 3	Konami
ISS 2002	Konami
WWF Smackdown! Just Bring It	THQ
Speed Devils 2	Ubi Soft
Suzuki	Ubi Soft
Jade Cocoon 2	Ubi Soft
The Lost	Ubi Soft
Ultimate Fighting Championship	Ubi Soft
Austin Powers 2002	Take Two
Starsky and Hutch	Empire
Half-Life	Havas
No One Lives Forever	Fox Interactive
Tomb Raider: Next Gen	Eidos Interactive
Thief 3	Eidos Interactive
Star Trek: Elite Force	Activision
Spider-Man 2	Activision
Escape From Monkey Island	Activision

This list correct – to the best of PSM2's knowledge – as this issue went to press

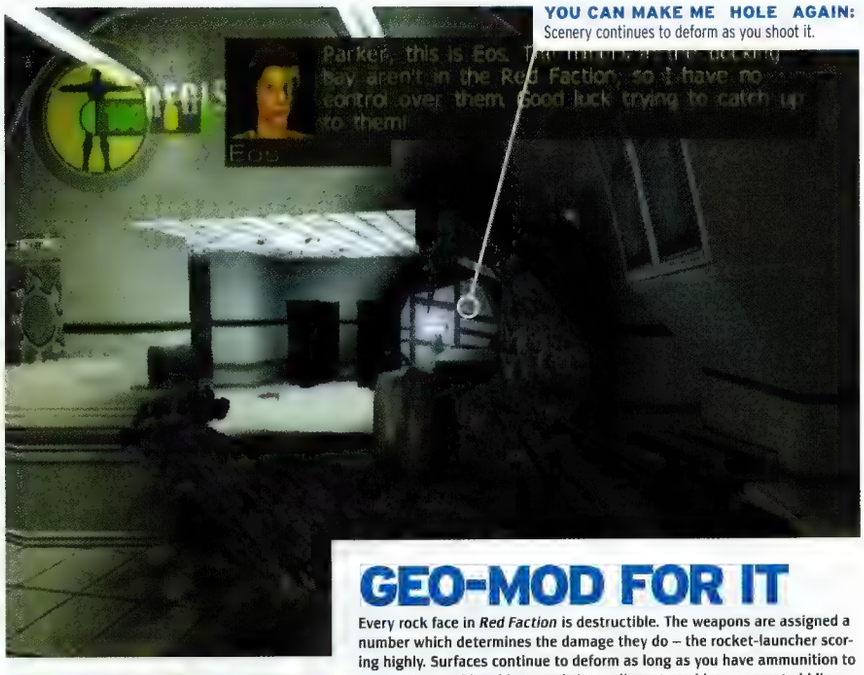
COMING SOON

ONLY IN - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK JUNE 22

RED FACTION

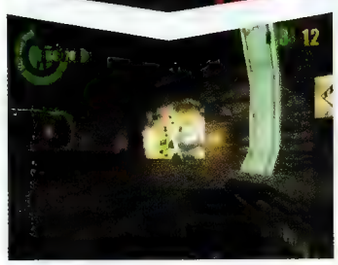
Miners' riots, biological viruses and steaming great propulsion weapons – Volition's first-person shooter fuses storytelling craft to wanton destruction. Care to join the revolution?



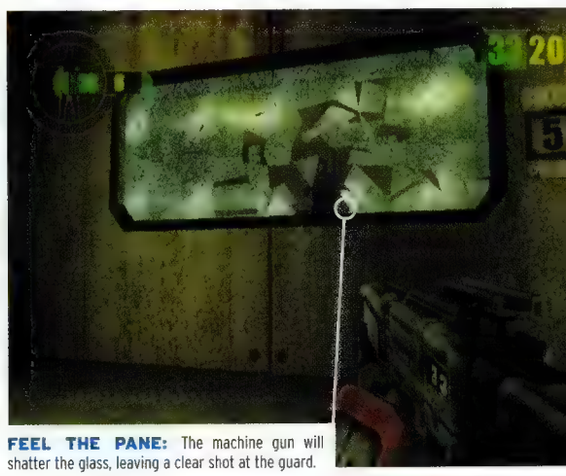
YOU CAN MAKE ME HOLE AGAIN: Scenery continues to deform as you shoot it.

GEO-MOD FOR IT

Every rock face in *Red Faction* is destructible. The weapons are assigned a number which determines the damage they do – the rocket-launcher scoring highly. Surfaces continue to deform as long as you have ammunition to waste. You can blast big tunnels into adjacent corridors, or create hiding holes from which to snipe from. In one situation, we redirected a flow of lava by creating an alternative route. Similarly, you can trap bad guys in user-made pits and pick them off at leisure. To keep the player on track, explosive weapons have limited availability and won't destroy sheet metal.



BROKEN LEGS: Collapse the legs one by one to send the guard tumbling from the platform.



FEEL THE PANE: The machine gun will shatter the glass, leaving a clear shot at the guard.

INFO

- **DEVELOPER** Volition
- **PUBLISHER** THQ
- **GAME TYPE** First-person Shooter
- **COMPLETE** 90 percent

ANTICIPATED FEATURES

- 20 levels plus secret missions offering over 25 hours of gameplay.
- Two-player Deathmatches over 15 different locations
- 12 weapons including rocket-launchers, sniper rifles and remote controlled charges.
- Advanced enemy AI.

You're in trouble. A sniper has you pinned down. He's hiding in a concrete tower and you can't get a clear return shot. In any other game, your only option would be to run or duck for cover. But not *Red Faction*. You whip out a rocket-launcher, blow the tower walls off and decorate him with bullets. Thanks to Volition's Geo-Mod technology, we're entering a world with fully destructible scenery – and one which gloriously showcases PS2's capacity for immersive gaming.

Volition's latest twins the immediacy of *Quake* to the storytelling values of a *Resident Evil* game. The results are comparable to legendary PC game *Half-Life*, which won plaudits for its seamless transition between explosive set pieces and plot-accelerating cut-scenes. The single-player game flows as an ongoing narrative, avoiding the disjointed feel of *TimeSplitters*. As the plot unravels, you develop an empathy for your character which heightens the emotional involvement. You play Parker, a rookie miner who chooses life on Mars over a safe place in college. It doesn't take long to realise that your employers, Ultor, are up to no good. Miners are catching a virus which turns them into shrivelled versions of Chunk from The Goonies. When a riot breaks out, you're left running for your life with a head full of questions. In no time at all, you'll hook up with the Red Faction resistance movement and head to the heart of the conspiracy.

Plot aside, the focus is on explosive combat. The intelligent guards will attack in groups, shrewdly using the scenery for cover. You'll have to decide whether to wade in with an assault rifle, or flush them out with grenades and remote charges.

Quite simply, *Red Faction* is one of the most polished and engaging PS2 titles to date. You've joined the next-generation, now it's time to start the revolution. **PSM2**

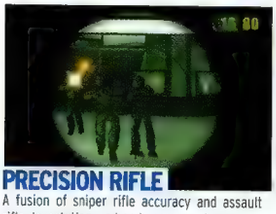
Red Faction will be blowing a brick-charring hole through the walls of your local retailer on June 22nd.

TURN OVER FOR MORE RED FACTION

THE HEAT ON RIFLES

You wouldn't start a revolution without serious fire power and, thankfully, neither would the Red Faction. Parker uses 15 weapons through the course of his mission, each with unique advantages.

The standard pistol is equipped with a silencer for stealthy dispatch, while the automatic shotgun has a rapid fire mode for instant kills. Almost all weapons have tactical secondary fire capabilities. On some occasions, Parker is forced to ditch his weaponry and don a disguise for some *Metal Gear*-style evasion. Regardless, we'd rather be atomising bunkers with the fusion rocket-launcher.



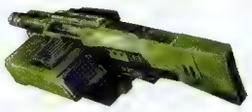
PRECISION RIFLE
A fusion of sniper rifle accuracy and assault rifle devastation - a handy compromise.

SNIPER RIFLE
The classic distance weapon. A carefully aligned shot will result in an instant kill.

FUSION ROCKET-LAUNCHER
Mama mia - this rocks. The game's deadliest weapon needs to be fired from a safe distance.

AUTOMATIC SHOTGUN
Deadly at close range with a rapid secondary fire option - but poor reload times.

ROCKET-LAUNCHER
Slow and slightly inaccurate, but will reduce rock faces - and people - to little pieces.



CONTROL BATON
A surprisingly effective close range weapon, but hopeless if you're targeted from distance...

RIOT SHIELD
Incredibly useful when you're out of ammo or facing an automated gun defence.

REMOTE CHARGES
They'll stick to any surface - including flesh - and can be detonated at a safe distance.

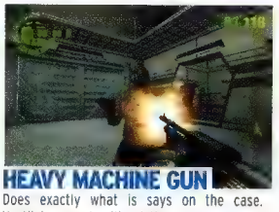
RAIL DRIVER
A fantastic weapon found in the later levels that shoots straight through walls. Slow reload.

SUBMACHINE GUN
A powerful hand weapon with ammo-saving secondary fire, which needs frequent reloading.

12MM PISTOL
The default gun features a secondary fire silencer and packs a lot of ammo.

GRENADES
Slow and inaccurate but'll fry anyone unfortunate enough to stand in the blast radius.

ASSAULT RIFLE
Possibly the best multi-purpose gun featuring rapid fire and a huge ammo reserve.



HEAVY MACHINE GUN
Does exactly what is says on the case. Ventilates guards with relative ease.

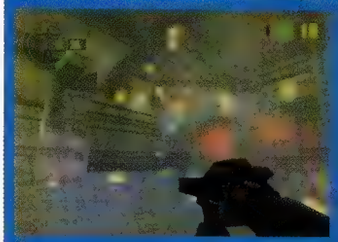
FLAME-THROWER
An erratic but lethal weapon. Flaming guards tend to stumble around setting others ablaze.

WORLD IN ACTION

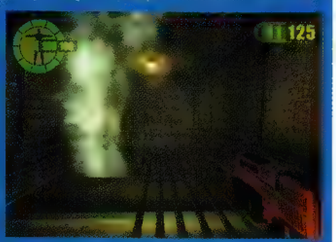
Volition have implemented a real-world physics model. Missiles gradually lose altitude during flight according to accurate trajectory values. Water splashes on impact, steam gushes from broken pipes and glass panes crack before shattering into a thousand shards. Explosive encounters with the airborne robots will reduce the scenery to smoking rubble. If Parker gets hit by tumbling rock or plate glass, he'll lose energy. Better yet, when something gets broken, it stays broken. The illusion of reality is absolute.

HOUSE OF SHARDS: Glass splinters at the impact point before crumbling into pieces.

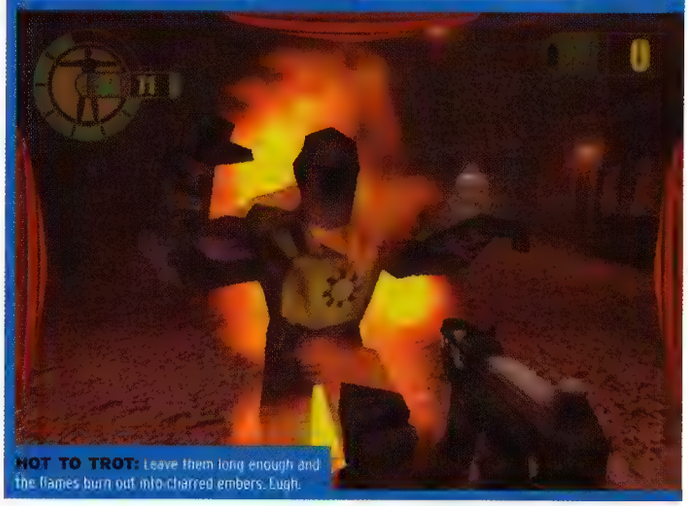
SPLATS YOUR LOT: Guards will bleed depending on where you shoot them.



BOTS AND PIECES: The sentry robots explode in a shower of sparkling debris.



STEAM GRILLED: Red-hot mist gushes from the ventilation shafts - don't touch it.



HOT TO TROT: Leave them long enough and the flames burn out into charred embers. Eugh.

AAARGH, PLEASE DON'T KILL US

Not only do the guards exhibit realistic AI – attacking in formation and retreating when injured – they talk with context-sensitive accuracy.

Attacking as a group, you'll hear cries of "Say your prayers, miner!" or "Let's get him!", but when you corner a lone survivor, he'll wail "Where's my back up?" or "Just you and me, miner..." Innocent civilians will react to the sight of a weapon. If you draw a gun to a medic, he'll scream in bone-chilling terror and place his hands over his head.

IN THE STUDIO

PRODUCER
Mike Kulas

ASSISTANT PRODUCER
Anoop Shekar

ASSISTANT PRODUCER
James Tsai

LEAD ARTIST
Frank Capezzuto

TEAM HISTORY

The team were responsible for *Summoner* – the first decent RPG on PS2. Previously, they worked on the *Descent* series on PC and PSone, famous for its pioneering use of six-dimensional movement. The team have continued to innovate with the Geo-Mod system, and have already hinted that a *Red Faction* sequel is in the pipeline. For a detailed insight into Volition's plans, read our exclusive interview in PSM2#08.

FOR MORE INFO

www.redfaction.com

STOP BUGGING ME

The problem with omnipotent universal corporations is that they hire the best protection. Evil genius Dr Capek resides in a hidden underground base, protected by mutated garden bugs and a legion of crack stormtroopers. You'll be constantly on your guard, dodging the automated gun emplacements and coveting each bullet as if it were your last.

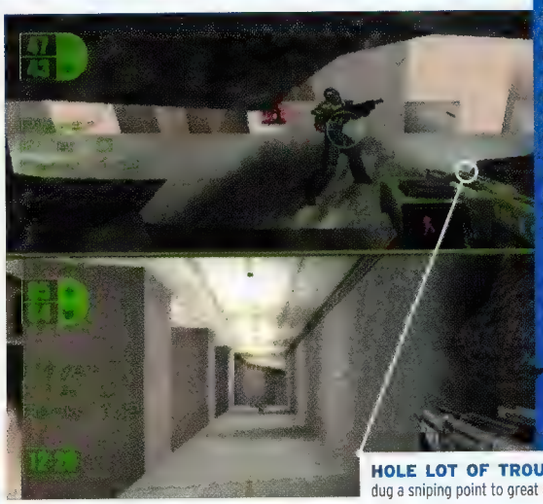
BIO HAZARD: Capek's mutated insects are heavily armoured and move at lightning speeds.

BEAT THE ELITE: Masako's mercenaries are more heavily armed than standard guards.

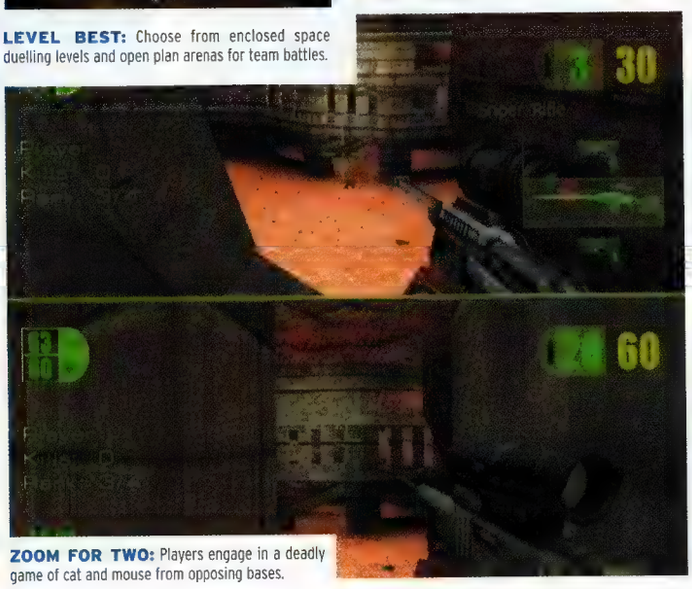
ROCK FACE-TO-FACE

The two-player Deathmatches let you choose from 13 key characters, and exchange insults over rocket fire. Go head-to-head or throw some 'bots into the mix for ultimate carnage. The Geo-Mod system comes into its own – you can carve sniping points in the walls or create inescapable pits for hapless 'bots. There're over 12 levels to fight on, which will deteriorate into a shattered mess as the battle continues.

LEVEL BEST: Choose from enclosed space duelling levels and open plan arenas for team battles.

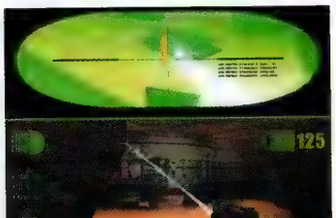


HOLE LOT OF TROUBLE: Player One has dug a sniping point to great advantage.



ZOOM FOR TWO: Players engage in a deadly game of cat and mouse from opposing bases.

BAD MEDICINE: Parker can suit up in a variety of disguises from the main quest.



INFRA A BEATING: Player One has snagged the rail driver and is set for a certain kill.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

WHO CAN I TRUST?

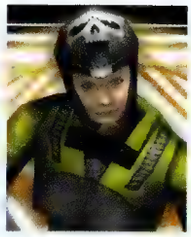
Parker begins his mission in relative ignorance, forced to trust the mysterious Red Faction resistance movement when Ultor start terminating contracts with machine guns. His objectives are drip-fed by a guy called Hendrix, an Ultor corporation computer operator working from the inside. In the course of his journey, Parker encounters company defectors, a malevolent scientist and a cynical team of mercenaries. As the plot twists, you won't know who to trust. What's the real reason behind the mysterious plague? You've got to play through to find out...

PARKER
Our unwitting hero sacrificed a safe place at college to become a miner on Mars. Not a smart man.

EOS
The enigmatic leader of the Red Faction doesn't appear until halfway through the game. Can she be trusted?

GRYPHON
An Ultor administrator who becomes disgusted by Capek's plans and defects to the Red Faction.

HENDRIX
Whizz-kid computer operator who uses Ultor's camera network to act as Parker's eyes and ears.



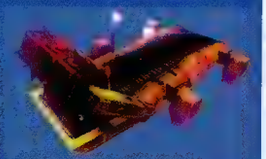
MASAKO
A ruthless mercenary leader employed by Capek to mop up the pieces. Her loyalties aren't as clear as they seem.

CAPEK
All round evil genius who infects miners with a mutant plague to reach his mysterious goal. How original.

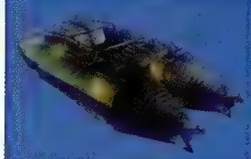
FLY, DRIVE OR FIRE

Parker makes use of five different vehicles during his quest. The digger allows you to bore tunnels in seemingly impassable rock faces, while the fighter lets you mow down goons with heavy machine gun fire. Each vehicle has unique handling characteristics, reinforcing the game's realistic, interactive feel.

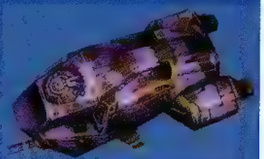
APC
Ultor's guards like to hang around in these heavy-duty troop carriers – just hit 'em with rockets.



ROCK CRUSHER
These mobile granite grinders have an automated travellator which will whip up unsuspecting goons.

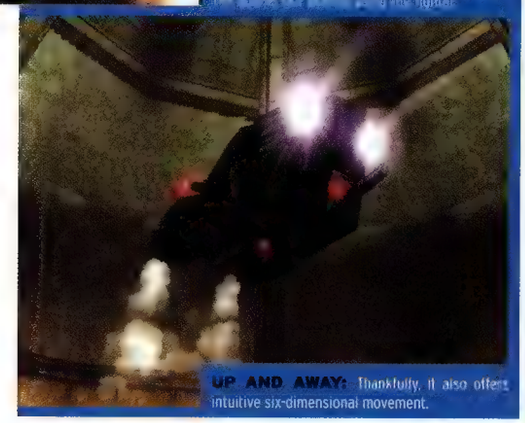


DRILLER
If your route is blocked, jump inside the driller and carve out a huge tunnel to safety.

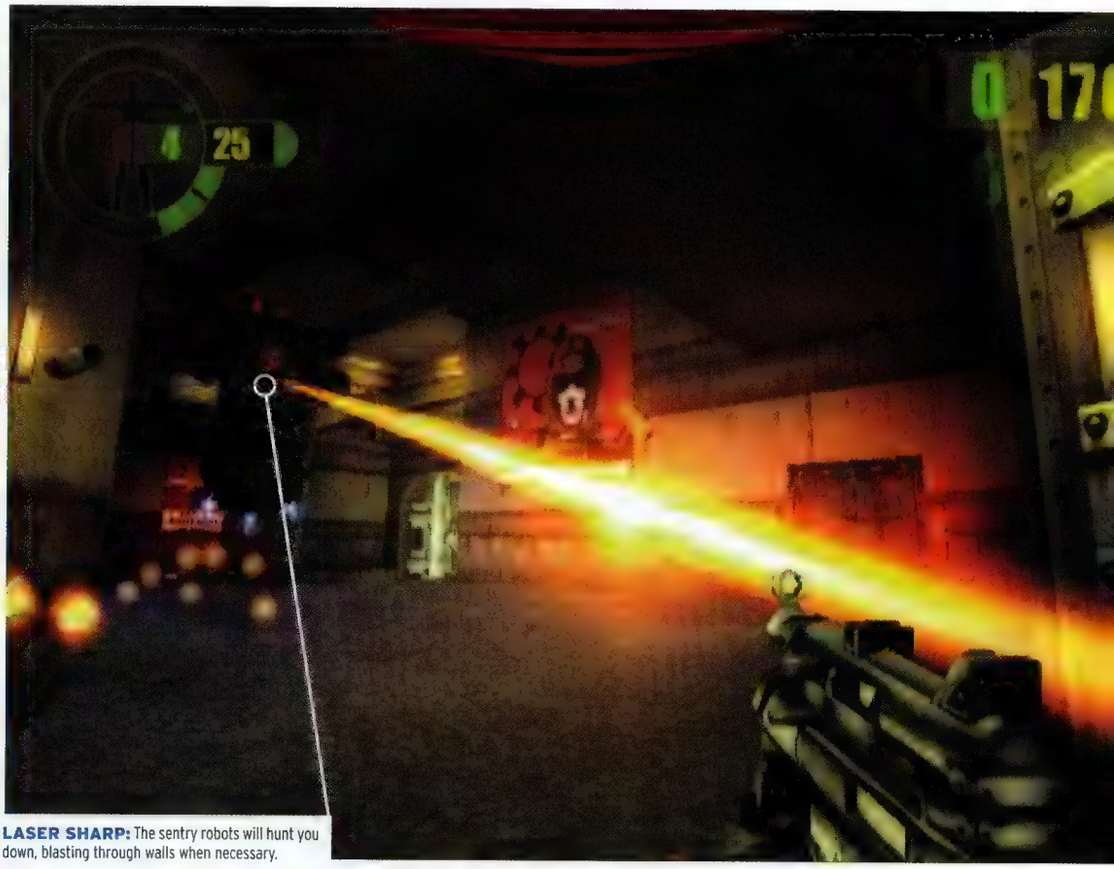


FIGHTER
The mini-fighter packs high-power machine guns and a limited supply of rockets. Devastating.

FLIGHT SICKNESS: You can knock over [illegible] the fighter.

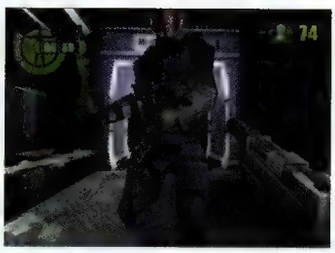


UP AND AWAY: Thankfully, it also offers intuitive six-dimensional movement.



LASER SHARP: The sentry robots will hunt you down, blasting through walls when necessary.

POSTER PERFECT: The level of detail extends to the fictitious scheduling of miners' activities.



SILENT FRIGHT: Dispatch this guard using the silencer before his mates have time to react.

BACK TO NO FUTURE: Sneak up on the guard, blast him and move the body into hiding. Easy.

PSM2 GUT REACTION

Even at this early stage, *Red Faction* is looking like the best single-player shooter on PS2. The concept mightn't be original – borrowed from *Half-Life* – nor the plot exceptional – borrowed from Total Recall, Aliens and *Extermination* – but the results are a joy to behold.

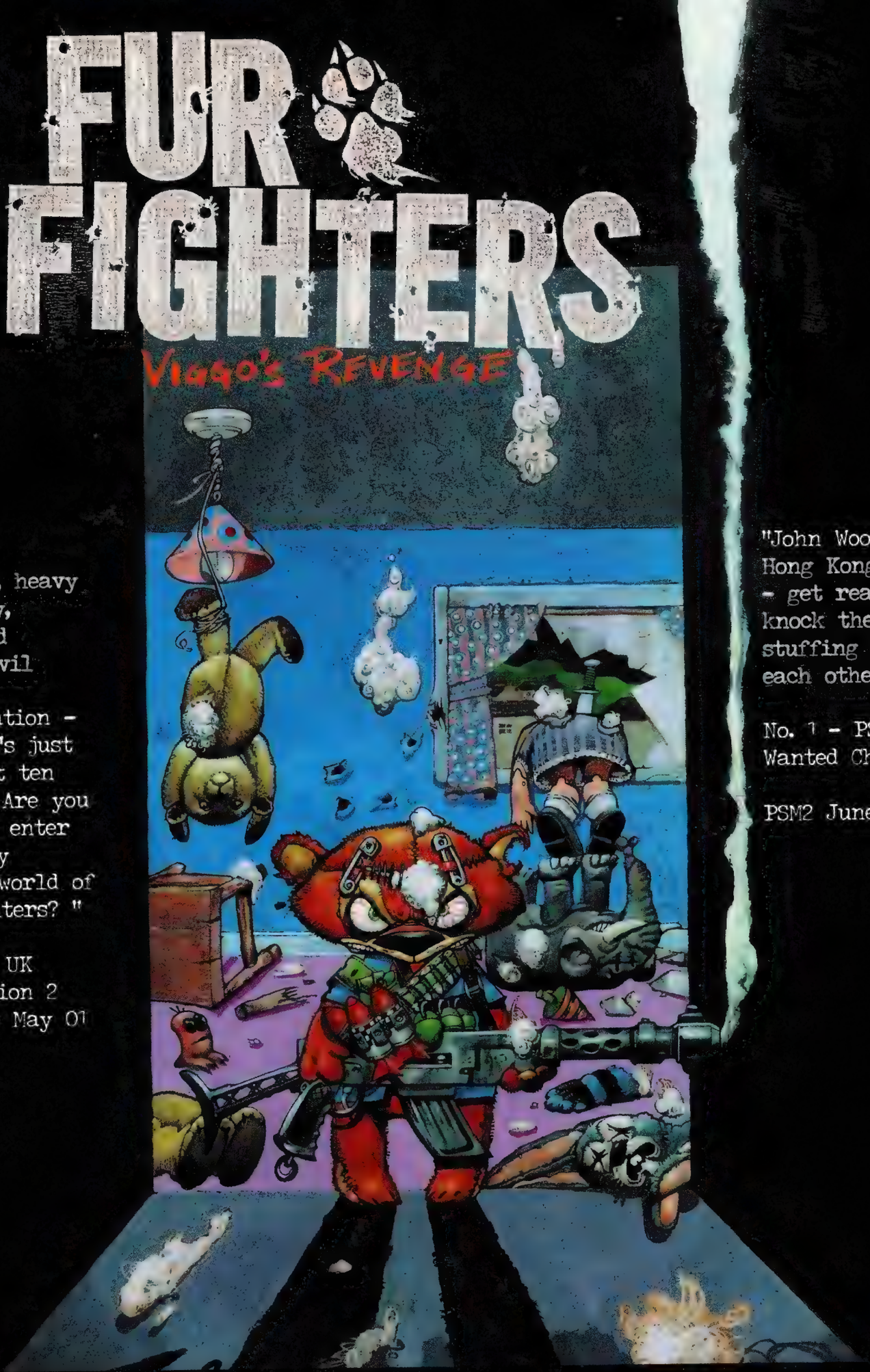
The Geo-Mod system is more than a novelty, encouraging lateral solutions to tough scenarios. You can eliminate guards by collapsing the scenery around them. The cracking speech, spot animations and diverse weaponry lend a wise-cracking, gung-ho feel. There's no better feeling than blasting into a group of guards and watching them disperse, cussing and screaming. When Volition optimise the split-screen Deathmatches and tighten the game structure – it's not always clear where to go – we're looking at an explosive interactive movie on PS2. Personally, we can't wait.

+ Detailed graphics, neat plot and truly destructive weaponry.
- Slight two-player slowdown, some puzzles poorly flagged.

QUEUE BUSTER: The rocket-launcher creates a no-nonsense route to the back room.

FUR FIGHTERS

VIGGO'S REVENGE



" Fluffy Warriors, heavy artillery, kidnapped babies, evil cats, teleportation - and that's just the first ten minutes. Are you ready to enter the crazy cartoon world of Fur Fighters? "

Official UK PlayStation 2 Magazine May 01

"John Woo meets Hong Kong Phooey - get ready to knock the stuffing out of each other "

No. 1 - PSM2 Most Wanted Chart

PSM2 June 01

Acclaim

PlayStation 2

Furfighters™ Viggo's revenge and Acclaim® © 2001 Acclaim Entertainment, Inc. All rights reserved. Developed by Bizarre Creations, LTD © 2001 Bizarre Creations. All rights reserved.

ISLE OF FLIGHT: The emerald coast, the dreamy horizons - we bleedin' love it.

DAWN SCENE IN THE MOONLIGHT: The early morning missions look absolutely stunning.

TRAIL BLAZING: The sky graduates perfectly, but your main concern are those rockets.

CLOUD AND PROUD

Most of the action takes place at 30,000 feet , so be thankful that the skies look terrific. The horizon melts into a suitably convincing azure haze, with delicious blankets of fluffy clouds. PS2's particle effects are creating the most realistic views this side of a charter flight.

PYLON THE DETAIL: At low altitude, the texturing of the countryside brings a tear to the eye.

ROCKY MOUNTAIN HIGH: The sun flares convincingly, dispersing the thick cloud cover.

EXPECTED UK EARLY 2002 JAPAN JUNE 2001

ACE COMBAT 4

Take to the heavens for mach-speed dog fighting action. The glory of Top Gun, safe from Kenny Loggins and mirror shades.

The last time a meteor hit the Earth, we asked Bruce Willis and a team of socially maladjusted miners to save us from extinction. But when the same thing happens in *Ace Combat 4*, we call for the fighter pilots and declare World War. Odd, no?

Namco's latest mightn't make any sense, but at least we get to pilot the World's sexiest fighter planes. Evidently, the future is a dangerous place. The Earth's leading nations are armed to the eyeballs and co-exist in tenuous peace. When a series of rocks decorate the planet with craters, the countries blame each other and declare war. You play a young pilot whose parents get killed in these early days of conflict. So, unsurprisingly, the game follows your mission to destroy the pilot who bombed your family.

If you ignore the hokum plot, the action is true to the *Ace Combat* tradition. On standard difficulty the game eschews the flight sim approach to focus on solid arcade combat. Your focus is on the red-hot dog fights and cunning use of explosive weaponry. Hardcore flight veterans may prefer the Expert mode, where the left Analogue stick controls the yaw, pitch and roll options. Either way, this is strictly console-style action.

The graphics were the talk of the Tokyo Game Show. The power of PS2 has allowed Namco to push the scenery waaay into the horizon. The ground textures have been based on real life satellite data and look just incredible The ultra-detailed fighter models are arguably as impressive.

We can't vouch for the game's diversity just yet, but Namco are definitely piloting the best looking console flight shooter to date. **PSM2**

Ace Combat 4 will terrorise UK skies early next year.

SUNDAY PILOT: The replay scenes are so beautiful, it's tempting to cruise around admiring the view.

RETURN OF THE JET EYES: Your plane's afterburners glow eerily in the dark hillside.

THE QUILTED GENERATION: The finely textured rolling fields are stunningly pieced together.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- COMPLETE

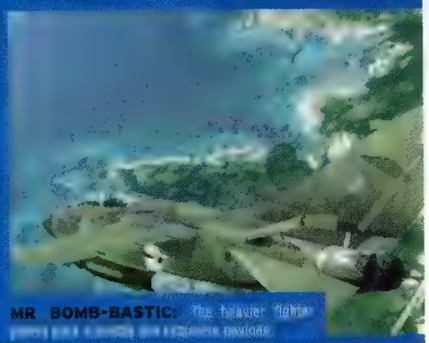
ANTICIPATED FEATURES
- 24 missions
- Real-life topographical satellite detail and sprawling horizon draw distances
- Accurately modelled fighter planes including the F-14 Tomcat, F-22 Raptor, F-15 eagle, Mirage 2000 and F-117 Stealth Fighter

UP CLOSE AND PERSONNEL

The level of detail is staggering. At close distance, the planes resemble carefully painted Airfix models. If you zero in on the cockpit, you can even see the little pilot, bless 'im. The aircraft have been accurately modelled on their real-life counterparts and offer an equivalent level of firepower. We simply can't wait to get behind the stick of the Stealth Bomber.

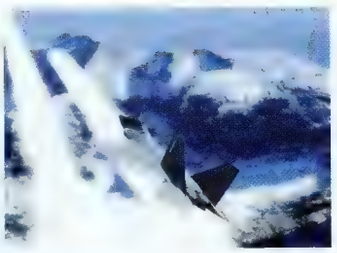
LONG FLIGHTED: The ground blurs at close [illegible] for a detailed fighter.

STEALTH AND EFFICIENCY: [illegible]



MR BOMB-BASTIC: The heavier fighter [illegible] payload.

VIOLENT HILL: Banking around the [illegible] ranges at low level – seat-of-your-pants stuff.

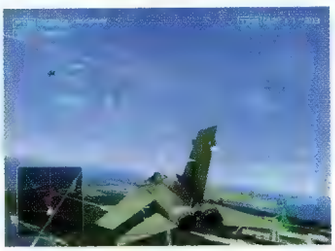


ICE STREAM: When you unleash your rockets in cold conditions, there's a frosty vapour trail.

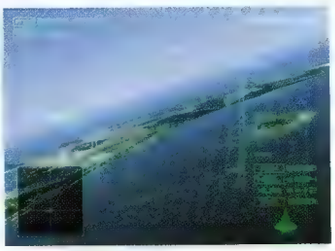
COMBAT TO WHAT YOU KNOW

Screeching dog fights form the heart of the action. A wily pilot will know all the cheeky manoeuvres to hot dog behind his foe and send a rocket up his tailpipe. An awareness of your speed and altitude is paramount to tracking the opposition. Thankfully, a handy radar screen will keep you up to date with your rival's actions. If all else fails, there's always the ejector seat.

BLIP THE LIGHT FANTASTIC: You'll be constantly referring to your early warning radar.



LOCK AND GOAD: There'll be the usual selection of heat-seeking missiles, plus a trusty cannon.



SIMON CLIMBY: The altimeter keeps you informed where you veer close to the ocean.

SMOKE 'EM IF YOU'VE SHOT 'EM: The planes explode in convincing plumes of smoke.

PSM2 GUT REACTION

Console flight simulators struggle for the same reasons as Formula One games. The typical arcade-style approach provides instant playability but hampers the long term challenge. We only hope that Namco provide an expansive challenge for novices and budding Mavericks alike. A selection of convoy, bombing and dog fighting missions would be ideal, especially if we can fly in close to the scenery and ruffle up some buildings. Undeniably, the game looks just peachy.

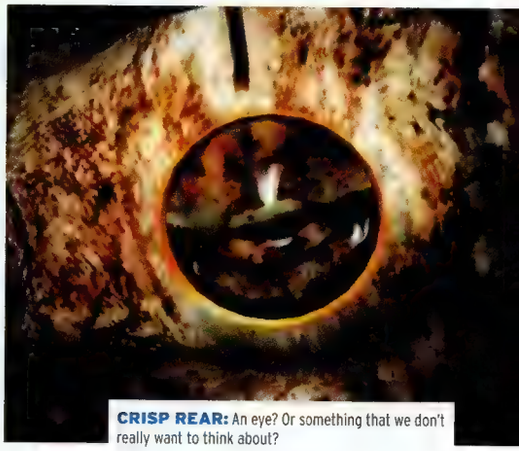
+ Incredible scenery twinned to achingly beautiful skies and relentless action.
- A nagging fear about over-simplified controls and repetitive mission structures.

NURSE MADE: Spare parts or lunch? A former colleague makes the most of this body.

CHILD PROOF

The girl knew your deceased wife, and seems happy to evade all attempts to question her by hiding in a hospital teeming with grotesque abominations. Is she, like Cheryl in the first game, the key to the escalating horror?

BEDTIME GORY: Don't be deceived by the ponytail and teddy - she gives us the creeps.



CRISP REAR: An eye? Or something that we don't really want to think about?

EXPECTED UK OCTOBER

SILENT HILL 2

Any ideas that the playable demo of Imamura-san's new nightmare would lighten up for this year's Tokyo Game Show have been rudely kicked in the plums. Be very, very afraid...

After months of CGI-only footage, Konami wheeled out a playable demo at the recent Tokyo Game Show. The expectation to see the game in action was intense, and the curious were presented with a new challenge – how, in the name of Maglite, are you supposed to *see* anything? And there's the neat trick.

In the demo you stumble around with a temperamental flashlight in evil pitch darkness. From somewhere around you comes a sound not to dissimilar from someone dropping a wet fish on lino. It's not a good noise. There's a flash of wet, hairless flesh, a distorted shadow then... well, suffice to say no flowers and phone numbers are exchanged.

Despite the incredible leap in visual opulence and intensity the plot remains creakily familiar. As Harry Mason, you spent the best part of the first game running around after your errant daughter, Cheryl. Presumably to dish out a fatherly thick ear. Judging by the beautifully rendered cut-scene that introduces the TGS demo, that's what you'll be avoiding a sticky death for in the sequel. Although this time, it doesn't appear to be your daughter, but a young girl who became friends with your late wife, Mary, while she worked in Silent Hill's hospital.

Sound suspicious? Well, a third character appears in the form of Maria, who, get this, is the *spitting* image of James' deceased spouse... who's somehow managed to entice you to Silent Hill from beyond the grave. Add a vomiting psychotic kid called Eddie and an unknown dark-haired woman who defends herself with a TV, and you get the impression you're going to need more than a flashlight and a length of four-b'-two to make it back to the B&B still breathing.

The feeling of 'weird world' horror's intense to the point of suffocating, so quite how we'll cope with a *full* game and character list is almost too frightening to comprehend. **PSM2**

SH2'll be scaring us witless this October. Our money's on the 31st...

INFO
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Survival Horror
- **COMPLETE** 50 percent

ANTICIPATED FEATURES
- Familiar, but extensive, Silent Hill locations.
- The radio from the first game'll be making it to *Silent Hill 2*. Handy for knowing when to turn and flee.
- Improved enemy combat – take them off at the legs and the torso comes looking for you. Euugh.

SPARED PARTS: With a torch and handgun you'll have to clear a path through the malevolent limbs.

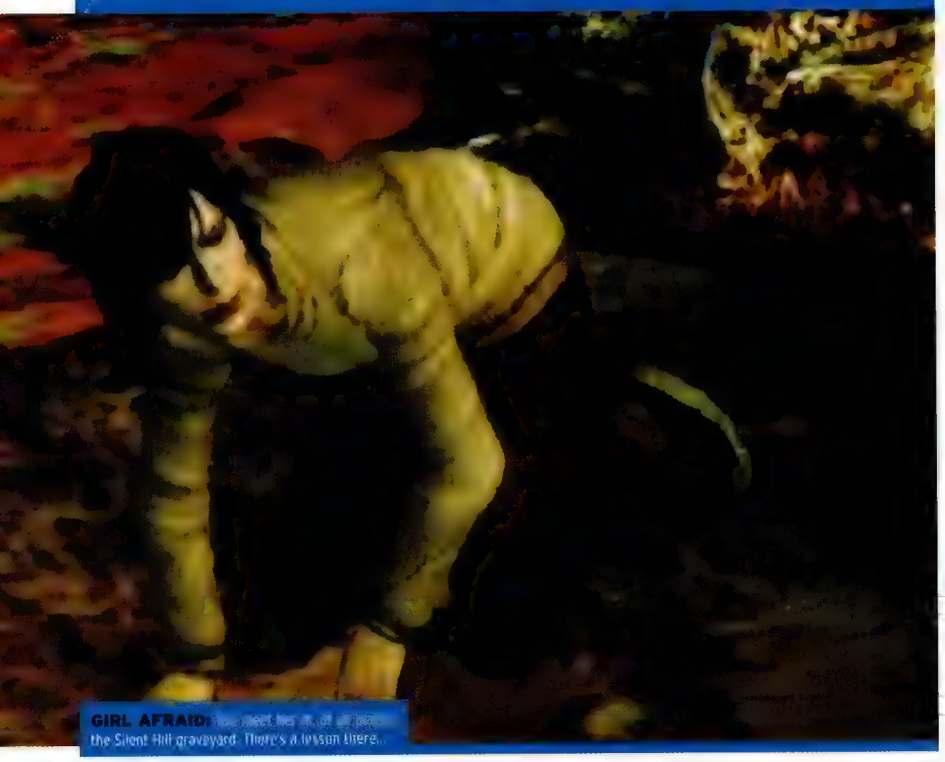
LOOKING HORROR IN THE FACE

All new characters will lead, trick and aid you through the streets of Silent Hill. The incredibly detailed face models will allow the kind of emotion that might give someone away. Was that a knowing sneer we just saw..?

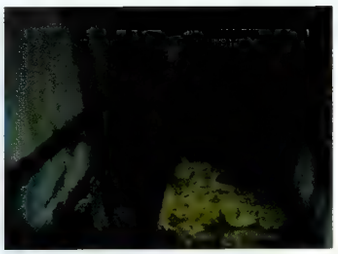
MARIA: Your wife's double, but whose side is she on? *SH2* will guarantee some neat twists.

JAMES SANDERLAND: He's the main protagonist in a macabre game of hide and seek.

MYSTERY GIRL: The fog's deliberate this time - the atmosphere's decidedly chilling.



GIRL AFRAID: [illegible] the Silent Hill graveyard. There's a lesson there...



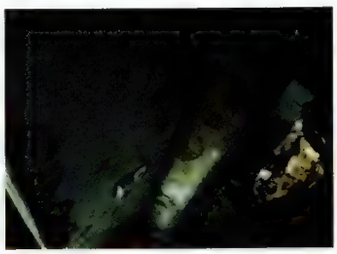
BLACK PASSAGE: Tension will be maintained by limited visual range. What *is* around that corner?

JUDGING DREAD

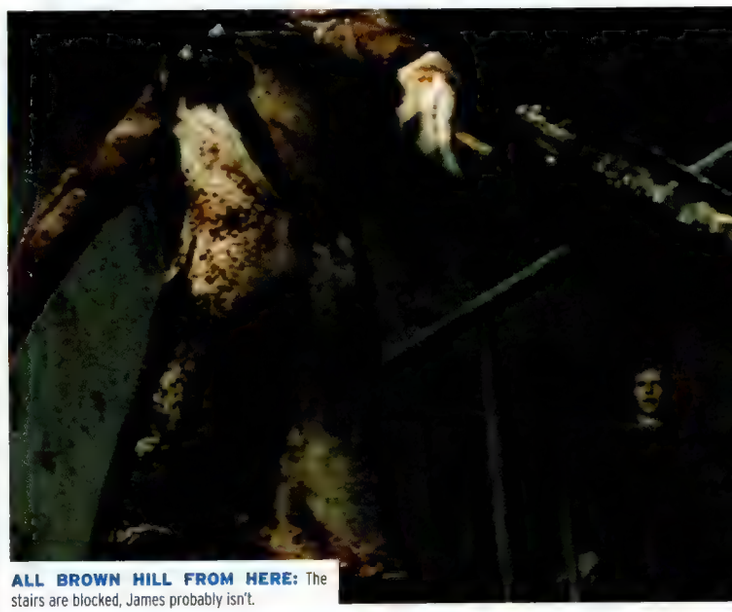
As you can gauge from these shots, the in-game action reflects the dark, gritty nightmare world of *Silent Hill 2*. Interiors are almost impenetrability lightless with only your pocket-mounted torch to guide you through the treacherous corridors. Don't expect much respite outside, mind – that fog is going to make daylight a dim and distant thing of the past for James Sanderland.

TRUST NEVER SLEEPS: It looks like you're stuck with Maria for parts of the game.

FIEND OR FOE: There seems to be some very odd relationships deve oping here.



CEMENT WORKS: Don't expect to be dazzled by a pallet of primary colours. It's very dark.



ALL BROWN HILL FROM HERE: The stairs are blocked, James probably isn't.

PSM2 GUT REACTION

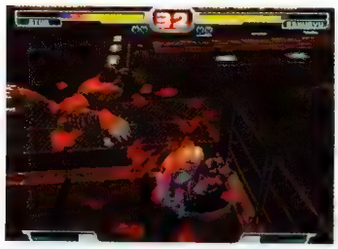
After watching the demo, there's a palpable sense of dread building in the PSM2 office as completion of the game draws nearer. The sheer sense of fear as you gingerly pick your way around a sunless town populated by some of the most repulsive creatures we've ever seen doesn't make us want to be last out at night when the lights are switched off. *Silent Hill 2* will be genuinely horrifying, and expect some further surprises before release.

+ White hair-inducing terror. The first real pant-spoiler on PS2.

- It's so dark, you wonder if they've bothered creating environments at all.

THE RED STUFF

Fans of the *Mortal Kombat* series will be delighted to hear that there's plenty of claret in *Bloody Roar 3*. To be honest, it seems a bit unfair when you see a wolf ripping chunks out of a little bunny rabbit inside a steel cage – but they give as good as they get.



TWIST AND SHOUT: We're quite keen on the mole's grab-their-head-and-spin move.

RINSE AND SPIT: The lycanthrope, on the other hand, tends to just bite people's heads.

ALICE, WHAT'S THE MATTER? The rabbit's fighting style's 'jumping', apparently.

EXPECTED UK JUNE

BLOODY ROAR 3

Strength of a bear, speed of a puma... er, tongue of a chameleon. Time to unleash the beast within you. Third time lucky, eh?

You've almost certainly played one of the *Bloody Roar* games – probably in a late-night sesh at a mate's house – so you'll know what to expect here. The series can't quite offer the finely-honed gameplay of the *Tekken* line, or match the lovely visuals of *DOA2* – but that's really not important, because it lets you turn into a leopard and savage people. Grrrr.

This new instalment doesn't offer many gameplay innovations. The combo system and special moves are largely unchanged, with some *Tekken*-style strings and the traditional *Street Fighter* pad combinations activating special moves. Only the new Super Beast Rave attack – not as exciting as it sounds – livens things up, which rewards combos with a burst of increased ferocity. What it *does* do well, though, is use PS2's capabilities – it's stupidly fast, blindingly flashy and packed with super-detailed animations and backgrounds.

There's not a lot of finesse to it, but watching characters ricochet off walls and morph into rabbits, you'll be almost too excited to care. There's also some impressive scenery deformation – walls and floors dent and collapse when the characters collide with them, something which we're hoping to see more of in fighting games. Oh, and the Japanese version had an extremely odd debug mode – flick to this issue's Pro Tips for details. We'll let you know if it sneaks in to the UK game. **PSM2**

We'll be using our opposable-thumbless paws to review Bloody Roar 3 next issue. Snarl.

PSM2 GUT REACTION

There's nothing especially ground-breaking about it, but if you're an action-starved beat-em-up addict, it'll be well worth a look. For everyone else, it's the perfect antidote to the obsessive frame-rate analysis you'll find among the *Tekken* crowd – just pummelling the buttons is enjoyable enough if you've got a few friends round.

+ Excellent pad-thrashing, post-pub violence.

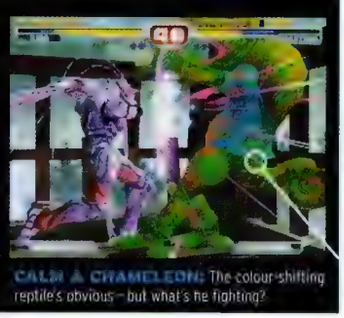
- It just can't match the depth of PS2's premier scrappers.

HUNGRY LIKE THE WOLF

If you've played the previous *Bloody Roar* games, expect several familiar faces along with a couple of new ones. Crowd-pleasing favourite is still Busuzumi, the Hawaiian-shirted chameleon, but we're also quite fond of Kobryu, the drill-headed mole-thing.

NORA BATTY: Or *Bloody Roar*'s equivalent of Nina Williams – the hormonally troubled youngster's choice.

TIGER FEAT: Surprisingly cool Manga-cliché Sheng Long turns into this stripey feline.



CALM A CHAMELEON: The colour-shifting reptile's obvious – but what's he fighting?

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- COMPLETE

ANTICIPATED FEATURES
- 12 characters each with a beastly alter-ego – just charge up your Beast meter, slam on [redacted] and you're away.
- Two levels of beast attack – including the all-new Super Beast Rave, which doubles the ferocity of your characters attacks for a limited period.
- Brand-new, multi-layered levels – scenery deforms, then eventually [redacted].

Can't wait?
DAILY
RADAR
.CO.UK
Computer and video games, DVD and movie news, as it happens.

WACKY BACCY: The handbrake turns are essential for succeeding on the tight tracks.

BEEFY STOCK

Spend some time choosing your gadgets carefully before each race. Initially you only get what you're given, but others are bestowed upon you later as reward for your racing guile.

ITCHY TRIGGER: The Ant Hill Mob have a classic Gruesome Twosome attack to waste opponents.

ANTI-SOCIAL: Boosting through the field allows you to take in the ace cartoon backdrops.

EXPECTED UK JULY 06

WACKY RACES
FEATURING DASTARDLY AND MUTTLEY

Leaving Vanishing Point, The Cannonball Run and Death Race 2000 trembling in their wake, the undisputed masters of mad-as-a-manatee motoring are heading this way...

For almost 60 years Hanna Barbera's incredibly prolific cartoon factory has been churning out top draw-er animated series. Who could forget the infamous partnership of that prince of perverts, Dick Dastardly, and Muttley his snickering hound? After taking their special brand of racing to just about every other platform on the planet, this dubious duo and their loony counterparts are about to tear it up on PS2.

Locked and fully loaded with an arsenal of new features, the PS2 incarnation of *Wacky Races* is poised to take its rightful place as the finest yet. Of the 11 mental jalopies and drivers to choose from, only eight are available right from the word go. Once you've decided which one best suits your racing needs, it's time to select your special weapon contraptions – you can only carry three, of the 60 available, at a time, so choose wisely before each race.

Most of these inventions and abilities seem to have been based on the cartoon – the Gruesome Twosome have their dragon-powered flying skills, the Ant Hill Mob have their pedestrian-powered sprint and Penelope Pitstop her mighty parasol. They fall into one of three categories – aggressive, defensive or speed boost. Before you can use these powers, however, you'll need to have collected the required amount of tokens that have been gobbed liberally around each track.

While this kind of fun-house racer may not compare well to the might of *GT3*, anyone not fired up by the thought of getting behind the wheel of the Mean Machine or Compact Pussycat must have spent their formative years on Venus. **PSM2**

We'll have the sensible view on Wacky Races next issue.

Dastardly & Muttley

INFO
- **DEVELOPER:** Infogrames Sheffield House
- **PUBLISHER:** Infogrames
- **GAME TYPE:** Combat Driving
- **COMPLETE:** 58 percent

ANTICIPATED FEATURES
- 11 whacked-out racers straight from the cartoon.
- Compete in Arcade Mode's tournaments set over several tracks, or explore the *Wacky Races* world uncovering courses as you go in Adventure Mode.
- Racing takes place over five tracks, plus a battle arena, set within four worlds: Snowfall Peaks, Wild Frontier, Redwood Pines and Big Apricot City.

THE WILD BUNCH

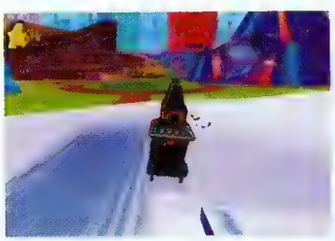
All the shows favourites are here, including: The Slag Brothers, Professor Pat Pending, Luke and Blubber Bear, The Red Max, Rufus Ruffcut and Sawtooth, The Ant Hill Mob and Peter Perfect.

THE GRUESOME TWOSOME: [illegible]

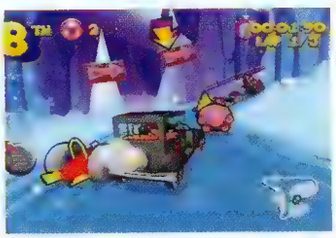
MEEKLEY AND SARGE: [illegible] Army Surplus Special.

PENELOPE PITSTOP: [illegible] racer and her Pink Compact. Lovely girl.

LOVED UP: Penelope Pitstop's deadly kiss sees you flying off the track in an exquisite explosion.



CRYPTON FACTOR: The Gruesome Twosome's Creepy Coupe rattles comfortably to victory.



GRIN PEAKS: Ice and snow. The most basic of level building blocks in a videogame. Sheer genius.

JUST FOR US

PS2 specifics include: revamped versions of DC tracks with new animations and scenery, Arcade Mode, the new Apricot City theme, three difficulty settings, new sounds, music and a much faster running speed with a solid frame-rate.

FRUITY BONUS: An exclusive track to PS2 and a much improved frame-rate? That'll do nicely.

FOURS TO THE FLOOR

Slap in a MultiTap 2, collar three mates and form a huddle round your TV. In addition to a brace of standard race types, Dick Dastardly and crew can duke it out in the now almost obligatory Battle mode. Thank the frying pan-wielding lord of cartoon violence...

SLAGGED OFF: The Slag Brothers make a mess of a turn and run The Boulder-mobile into a fence. Arse.

DRAWN AND QUARTERED: Batter your favourite characters senseless in Battle mode.

IN THE STUDIO

- **SENIOR PRODUCER**
  Steve Lycett
- **LEAD ARTISTS**
  Phil, John, Mark, Nicola
- **LEAD PROGRAMMER**
  Tony Crowther
- **PROGRAMMING TEAM**
  Ash, Jim, Ali, Jules

TEAM HISTORY

Sunny Sheffield's the base for this crack development team (which used to be part of Gremlin Interactive). Previous individual works have included *Wanted Monty Mole*, *Realms of the Haunting*, *Actua Soccer 3*, *Actua Ice Hockey* on various platforms and *Wacky Races* on DC.

PSM2 GUT REACTION

Despite getting a fairly poor reception on other platforms, this enhanced PS2 version is a vast improvement. While it's definitely not a game for racing purists, *Wacky Races* undoubtedly provides an anarchic dose of knockabout fun. It's got some work to do, though, if it wants to create a fuss past that Star Wars show-off, *Super Bombad Racing*. We'll soon be dripping in PS2 karting titles.

+ Madcap characters, motors and mayhem. Perfect for the little uns.
- Flat cartoon visuals have lost some of their animated charm.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

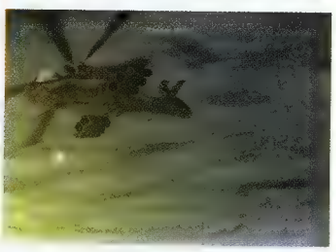
DRIVING MISSILE DAISY: Heat-seeking rockets will be a popular choice this autumn.

EXPECTED UK SEPT

THUNDERHAWK: OPERATION PHOENIX

Seasoned gamers will recognise this latest iteration of the *Thunderhawk* series – Core Design's well received chopper-em-up. The emphasis is still on destruction – featuring familiar weapons such as the Electro Magnetic Pulse Rockets and Shock Wave Bombs. Despite the pick-up-and-play feel, the game will add diversity using tactical infantry support and the ability to upgrade weapons from enemy technology. The objectives aren't clear, but we can expect a series of campaigns and self-contained missions – probably of the destructive or friendly escort variety. The presence of deformable landscapes, real-time weather and progressive chopper damage might merit the leap to PS2. Keep your expectations hovering above 'excitement'.

CHOPPER LOAD OF THAT: Gameplay details are scarce, but the lighting looks fantastic.



TANKS A LOT: If you trip the alert radar, the enemy will attack in overwhelming numbers.

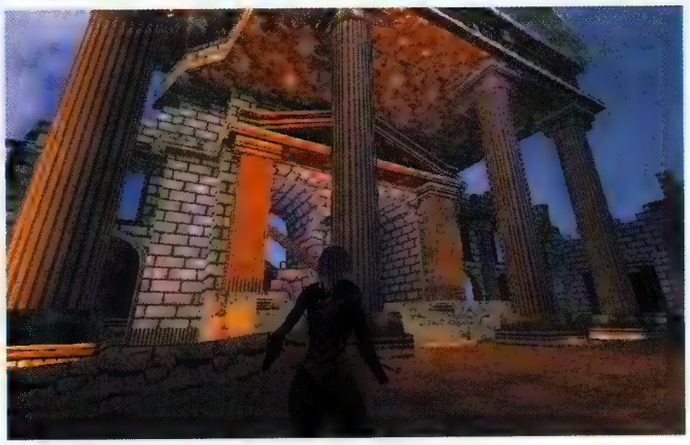
OVERLOAD!

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK NOV

RAYMAN M

The 'M'? That's for multi-player. After hiding some cheeky multi-player games on the PS2 original – including the fab Globox Football – Ubi Soft have gone out on a limb to provide the full treatment. Choosing from 'favourites' such as Ly, Fairy or Globox, players must scramble to the end of the level using Rayman's established abilities. The presence of traps, bonuses and special objects will only add to the frenzied competition. Expect some genuinely fun, and more usually hilarious, in-game action.



EXPECTED UK DEC

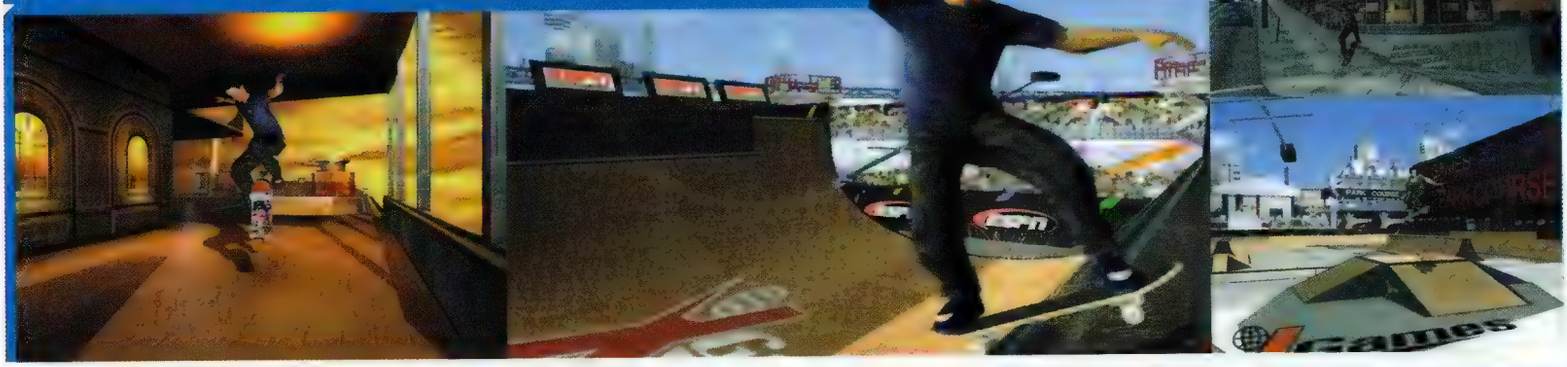
THE LOST

Irrational games – developers of scary PC game *System Shock 2* – are bringing their touch of evil to PS2. Forgoing the traditional horror clichés, *The Lost*'s heroine, Amanda, is a waitress and single mother who loses the plot when her child dies unexpectedly. Contemplating suicide, Amanda is offered an 'alternative' by a shadowy figure – a chance to save her child from Hell. Using Monolith's awesome LithTech graphic engine, the game will resemble a cross between *Resident Evil* and Nintendo's *Zelda*. Featuring rich interaction and a fine balance between combat and puzzling, this could become the premiere bone-chiller on PS2.

EXPECTED UK SEPT

ESPN X-GAMES SKATEBOARDING

Looks good doesn't it? Sadly, the PS2 version will be fuzzier than these high-res renders suggest. Offering nine levels, split between three X-Games, Street and Fantasy courses, the emphasis is on flatland tricks and a semi-realistic portrayal of skating. The game engine derives from Konami's *ESPN X-Games Snowboarding*, so flapping clothes and sparking trucks are guaranteed. *Tony Hawk's* defector Bob Burnquist appears, along with two ones Chris Senn and Colin Mckay. Fancy pushing Aztec ruins or the hull of the Titanic? Then seek help.



EXPECTED UK NOV

DOWNFORCE 2

In the future, Formula One will feature fully-destructible modified cars tearing up the streets of Vegas and Tokyo. Well, that's what we're told.

EXPECTED UK NOV

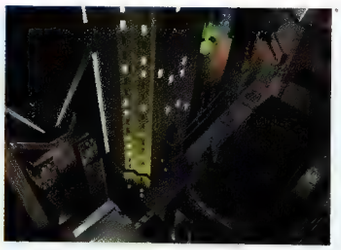
SHAUN PALMER'S PRO SNOWBOARDER

Activision's list of extreme franchises continues to grow, with this first release on their O2 label. Japanese coders UEP – responsible for the *Cool Boarders* games – have coding duties. Unsurprisingly, the game is a mixture of *Tony Hawk's* gameplay *Code Alien* visuals. Set on a series of real-world courses, the game currently pails in the mighty shadow of *SSX*.

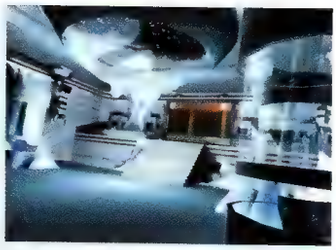
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

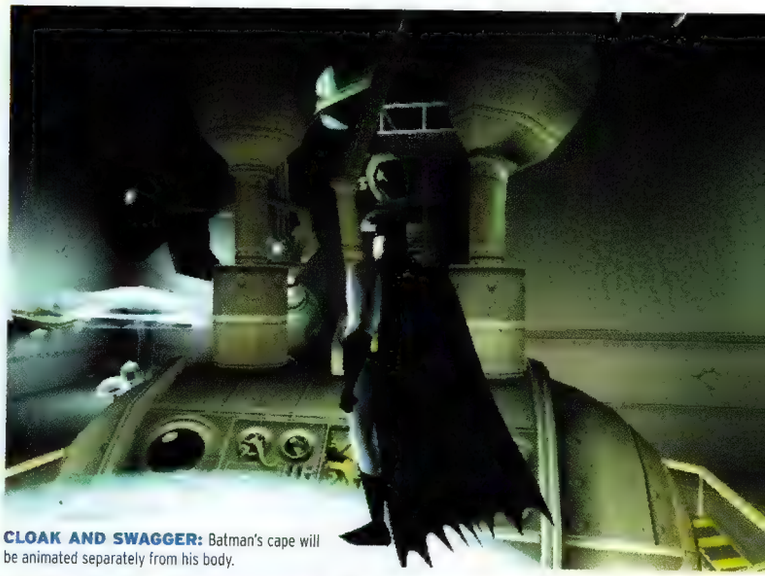
WHO'S BAT GIRL?: It appears that the caped crusader will be joined by a series of allies.



MEAN STREETS: These early renders hint at a dark and moody recreation of Gotham City.



TOUCH OF FROST: Judging by the icicles and bubbling test tubes, Mr Freeze is due an appearance.



CLOAK AND SWAGGER: Batman's cape will be animated separately from his body.

EXPECTED UK DEC

BATMAN VENGEANCE

We know it's hard, but try to forget the abominable PSone games – if these visuals are any indication, the Dark Knight's PS2 debut will come as a welcome surprise. Based on the New Adventures of Batman cartoon series, we're expecting a moody, more adult adventure. The third-person action promises diverse gameplay with obligatory puzzle solving elements. It's safe to assume that the Batmobile will make an appearance at some point, as well as a range of suitably high-tech gadgets. There's no Robin, but Batgirl should join the caped crusader in his fight against Poison Ivy and a host of well known faces.

FEELING IVY: It's safe to assume that plant-lover Poison Ivy will be up to her old mischief.

BY FAIR MEANS OR SCOWL: The Dark Night will take a no-nonsense approach to justice.

EXPECTED UK / EARLY 2002

LMA MANAGER 2002

The PSone's best selling football management game returns, with 28 European leagues, 17,000 authentic players and 722 clubs. Match decisions are made 'on the fly', using gut reaction not complex statistics. The post-match replays will be fronted by Alan 'Jaysus! Where was the defence?' Hansen.

EXPECTED UK / LATE 2001

DUNE

Frank Herbert's sci-fi epic translated poorly to film, only worth seeing for Sting's winged pecs and the spectacle of a floating fat bloke. Cryo's PS2 interpretation should redress the balance. The diversity of the Dune universe is neatly represented utilising a third-person viewpoint. We're expecting an action-based adventure with RPG elements, as you lead Paul Atreides against the evil, and unusually fat, Harkonnen.

EXPECTED UK / LATE 2001

GLOBAL TOURING CHALLENGE – AFRICA

Rage's offroad driver, formerly known as *Rally Circuits: Africa*, is looking like a serious GT3 rival. Expect firm details in next month's preview-packed PSM2.

PS2 24 7 3DO

Come fly with me

The heroic Captain William Blade and his Alpha Wolf Squadron take to the skies as they attempt to defeat General Plastro, the despicable leader of the Tan Army. Plastro is using portals between the Toy World and our world to gather huge supplies of plastic to churn out massive amounts of tan reinforcements and frightening new weapons.

With an onslaught of new missions, improved helicopter physics, deeper game play, stunning cinematics and more character interaction than ever before.

IN STORE MAY 2001!

ARMY MEN
AIR ATTACK
BLADE'S REVENGE

REAL COMBAT.
PLASTIC MEN.™
PLAY YOUR PART

PlayStation.2 3DO

© 2001 3DO Europe Limited. All Rights Reserved. 3DO, Army Men, Air Attack, Blade's Revenge, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners.

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK / SEPT

WORLD CHAMPIONSHIP SNOOKER

The critically lauded PSone title returns, with new 3D graphics and an accurately-modelled version of legendary snooker arena, the Crucible. It'll be possible to practice in club environments before entering real world tournaments against opponents such as Stephen Hendry, Mark Williams and Ronnie O'Sullivan. With advanced ball physics and computer AI which reacts to 'pressure shots', Codemasters look set for another deserved break. Commentary from Dennis 'upside down glasses' Taylor is the icing on the cake.

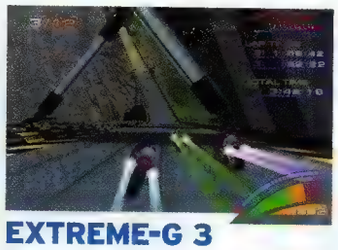
EXPECTED UK / NOV

ROBOCOP

Uphold the law and serve the public trust, while mindlessly ventilating shitty street punks in Titus' conversion of the aging Paul Verhoeven film. The tinned sheriff takes on the OCP corporation as they attempt to wipe out all cyborg lifeforms. Drawing from all three films, the game moves from inner-city slums to high-rise skyscrapers across 15 levels. Details are scarce, but our soulful can-man will use a wide range of upgradeable items to tackle the adaptive AI 'bots.

THE FEAR

Enix's latest features five actresses trapped in a mansion of evil. You play... the cameraman. Oh.



EXTREME-G 3

The team behind *RC Revenge Pro* present high-speed bikes of the future. Should be interesting...

CIRCUS MAXIMUS

Kodiak Interactive's chariot racer should cash in on Gladiator's Oscar success.

ARMORED CORE 2: ANOTHER AGE

Less of a sequel, than an expansion disk – 100 more levels and new weapons.

GITAROO MAN

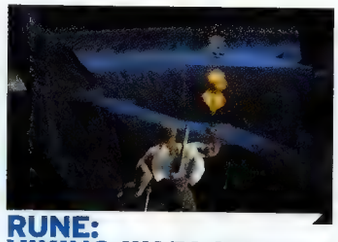
Control U1 as he dispatches an alien menace with power chords while sweating profusely. Should be fun.

ICO

A horned boy is buried alive and dreams about meeting a princess in Sony's promising action RPG.

MAX PAYNE

Play a DEA agent framed for murder in Rockstar Games' Matrix-inspired action adventure. Be excited.



RUNE: VIKING WARLORD

Take 2's latest is described as *Tomb Raider* with axes. Ouch.

SILENT SCOPE 2

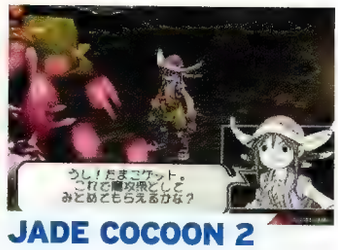
Konami have just confirmed the PS2 conversion of this popular coin op. Now with added Big Ben.

YANYA CABBALISTA

Koei's ace *Jet Grind Radio*-inspired skateboarder features a clip-on skateboard like *Surfing H30's* board.

STAR TREK VOYAGER: ELITE FORCE

First-person shooter from Majesco, based on the Star Trek Voyager universe.



JADE COCOON 2

Genki's RPG lets you exchange items over the i-mode mobile phone network to break a deadly curse.

TOP GUN

"Take a highway intooo the danger zooone."... For Dido's sweet sake, this *has* to be rubbish. Doesn't it?

GI JOCKEY 3

Japan's favourite horse racing/management sim returns for the final furlong. It still won't make it to the UK.

TOKYO XTREME RACER: ZERO

Beat the bad-ass racers of Tokyo to earn yourself new nicknames.

PIPU SARU 2001

This *Ape Escape* sequel encourages you to steal pants from angry monkeys – Longleat is on red alert.

COMING NEXT ISSUE...

MORE AWESOME NEW TITLES FROM THE WORLD OF PS2

There are so many new games in development for PlayStation 2, it can be a nightmare trying to keep track of them all. Well don't worry – let PSM2 do that for you.

Next issue we'll be bringing you all the blindin' news from the E3 games expo in LA Expect a host of expected, and surprising, AAA titles. We'll be packed to the gills, and sharing the wealth with you all.

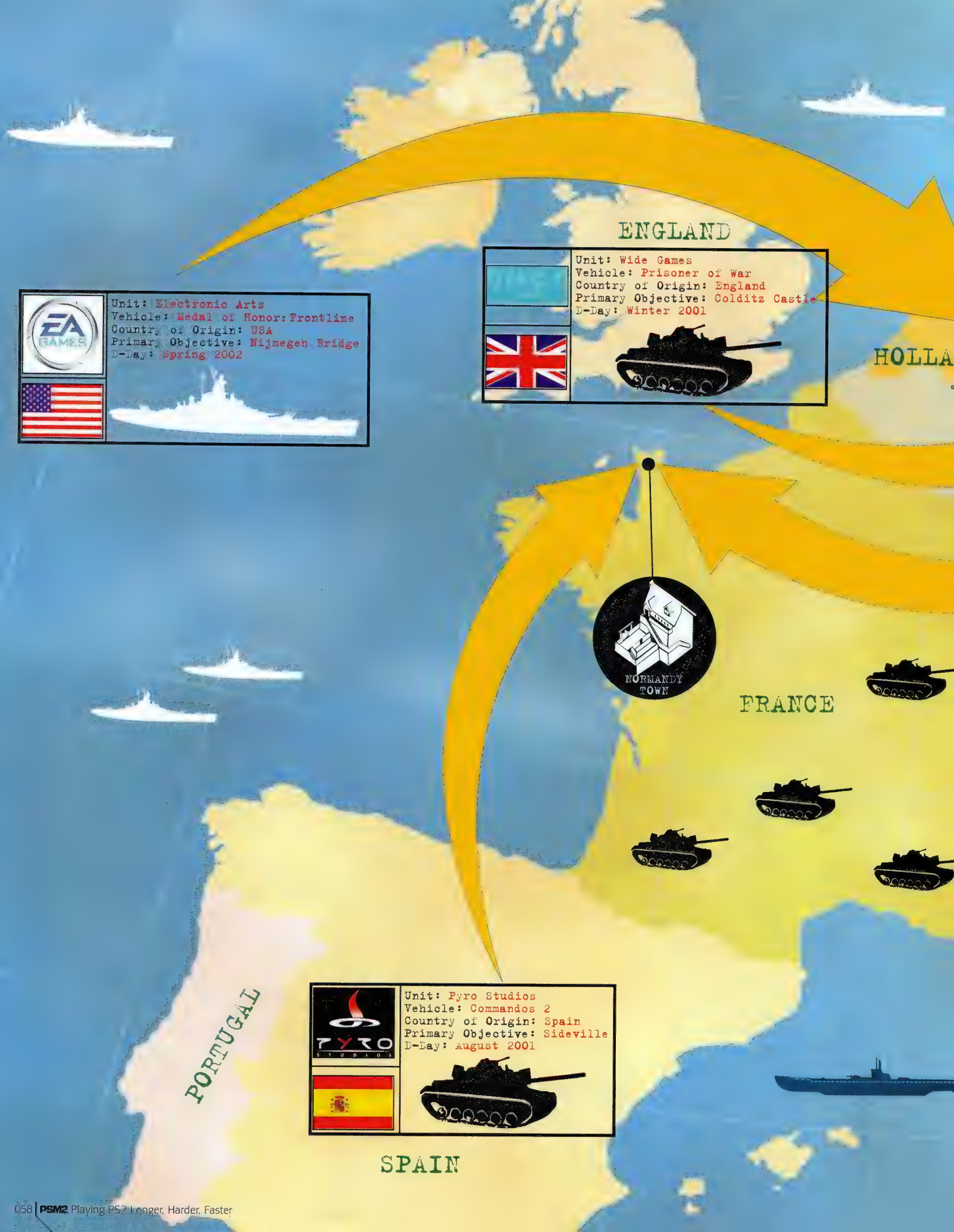
PLUS:

- Project Y – Sony's secret platforming gem is exclusively unveiled
- EA's new Bond game, Agent Under Fire – New shots from PS2's GoldenEye beater.
- Tony Hawk's Pro Skater 3 – New details and eye-popping screens.
- LucasArts' new Star Wars game...

NEW ISSUE ON SALE NOW!

PLUS! WITH THIS ISSUE

FREE GRIPS WORTH £5.99


ENGLAND
Unit: Wide Games
Vehicle: Prisoner of War
Country of Origin: England
Primary Objective: Colditz Castle
D-Day: Winter 2001
HOLLA
Unit: Electronic Arts
Vehicle: Medal of Honor: Frontline
Country of Origin: USA
Primary Objective: Nijmegen Bridge
D-Day: Spring 2002
NORMANDY TOWN
FRANCE
PORTUGAL
Unit: Pyro Studios
Vehicle: Commandos 2
Country of Origin: Spain
Primary Objective: Sideville
D-Day: August 2001
SPAIN

ALL IN FOR A GAME OF WAR

Gordon Kaye - tree through the head and he still went on to do another series of the side-splitting 'Allo 'Allo. This is what we want from our games, more similar spunky Dunkirk spirit, more Kelly's Heroes, more stick grenades and rationing of rice puddin'.

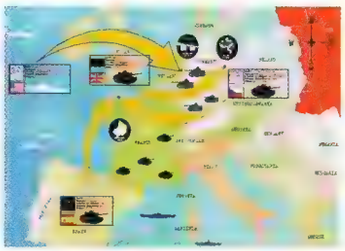
And that, thank the khaki god of camouflage, is exactly what we switched-on PS2 gamers are getting over the next 12 months. Big ol' 'dubyah dubyah two' is about to stretch its legacy into the 21st century with the likes of *Commandos 2*, *Medal of Honor* and, er, *Army Men*.

Surely though, by now we should be turning our back on a history of conflict and embracing a future of harmonious cohabitation? (And, killing people very, *very* quietly in *MGS2*...) But, damn it all to Bono and back, global conflict can be fun! Let's face it - we just can't let it lie. For every berk on a bike who thinks he's as cool as McQueen in The Great Escape, or anyone who's recreated Guns of Navarone with plastic soldiers in the bath, there's a war game getting ready to storm PS2. It's all about guns, allies versus the Nazi war machine and homage to the 'brave', while carefully avoiding the horrors of Hiroshima.

Dropping out of the sun screaming "dakka-dakka-dakka!" PSM2 flew straight to Madrid and stormed Pyro Studios to bring you the latest news on *Commandos 2*. Then, after being smuggled 'down the line', it was back to Blighty, London GHQ, for a debriefing with EA and *Medal of Honor: Frontline*. With the latest rumours of *Hidden and Dangerous 2* and *Prisoner of War* emanating from the communications bunker, it looks like the arms industry has got some serious contenders when it comes to making war profitable.

So join us as - faces muddied - we go searching for guns and ammo in the heart of Europe...

EUROPE – SCENE OF TWO GLOBAL CONFLICTS IN THE PAST 100 YEARS AND NOW THEATRE OF OPERATION FOR SOME OF THE SMARTEST CODE BREAKERS IN THE WORLD

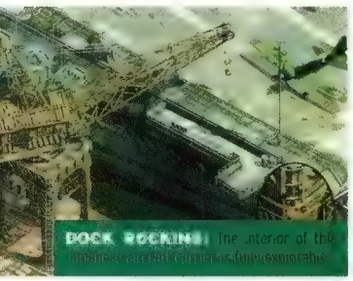


War is stupid, tea-drinking pop-pastry Boy George once sang. Yes, that might be true, our badger-hatted disc jockette, but the people behind it are some of the most lethally intelligent guys you'll meet. *Tsch.* PSM2's operatives have just returned from a whistle-stop tour of Europe to meet some of the most talented guys currently bringing war to PS2. And here, for your pleasure, are the titles we're furiously buffing our boots for...

COMMANDOS 2

First over the top in our collection of barbed wire jumping titles is the legendary *Commandos 2* created by Spanish perfectionists Pyro Studios. Stretching across 12 incredibly detailed missions the action whisks you from the European mainland to the South China seas, allowing you to battle both Hitler's minions and the troops of Imperial Japan.

The coders, despite the modern glut of polygonal roundedness, have decided to retain the isometric, sprite-driven action of the PC original. And it's a choice that's won nothing but respect here at PSM2.



DOCK ROCKING: The interior of this Japanese aircraft carrier is fully explorable.

The rendered environments drip detail and beauty at every step and now arrive in a fully rotatable format that allows you to view the action from four different angles. From the first two tiers of the Eiffel Tower to the Buddhist temples of Imphal, everything has been recreated in inch-perfect detail. The only downside to all this is that none of it is destructible – great for tactical planning but a shame when you finally get you hands on a bazooka.

Wrecked scenery aside, it's this title's sheer, unadulterated gameplay that promises to make it a hit. With each mission you're given specific tasks to complete, but the ways and means on offer to achieve each of these goals are diverse in the extreme.

NAZI DOCTORS: You'll be able to explore painstakingly researched interiors.

Take the opening scenario for example – climbing into the boots of the cunning Paul Toledo, it's up to you to rescue three of your compatriots from Nazi clutches. How you go about this is entirely up to you and is only limited by the attributes of your character. Climb the sides of an occupied building and break in through the attic? Poleaxe a guard and steal his uniform? Head for the sewers and attack from below? Pretty much anything's possible, which creates an outstanding level of freedom to play, while a structure of sorts is still retained thanks to your men's skills – the Green Beret is a dab hand at removing enemy threats, whereas the sapper has a PhD in making things explode. It's all about teamwork on a gargantuan scale and, with the addition of split-screen control, the complexity of tactics are awe-inspiring.

EYE SPY: Toggle the perspectives of the guards' optic nerve you avoid detection.

Other features that have left us hankering for the taste of mud and trench water are the inclusion of environmental effects (night-time missions and passing storms), the ability to send equipment from one member to another using Whisky the Dog and a chance to fight inside some of the larger vehicles.

So, it's a potential five stars, golden wings and a mention in dispatches for team Commando 2.

ANTICIPATION RATING:

GREEN MEANY: Use Jack O'Hara's stealth to remove guards, not permanently.

MEDAL OF HONOR: FRONTLINE

One surprise hit and one dead cert later, EA's *Medal of Honor* saga cannons itself from PSone onto PS2.

Focusing once again on the covert activities of Lieutenant Jimmy 'why haven't I been promoted yet?' Patterson, the action moves away from the work of the French resistance and instead concentrates on one week in September 1944. Why the specific time frame? Well, as the *Frontline* bit suggests, all 15 levels of the game take place during Operation Market Garden, the allied attempt to secure the bridges of Arnhem.

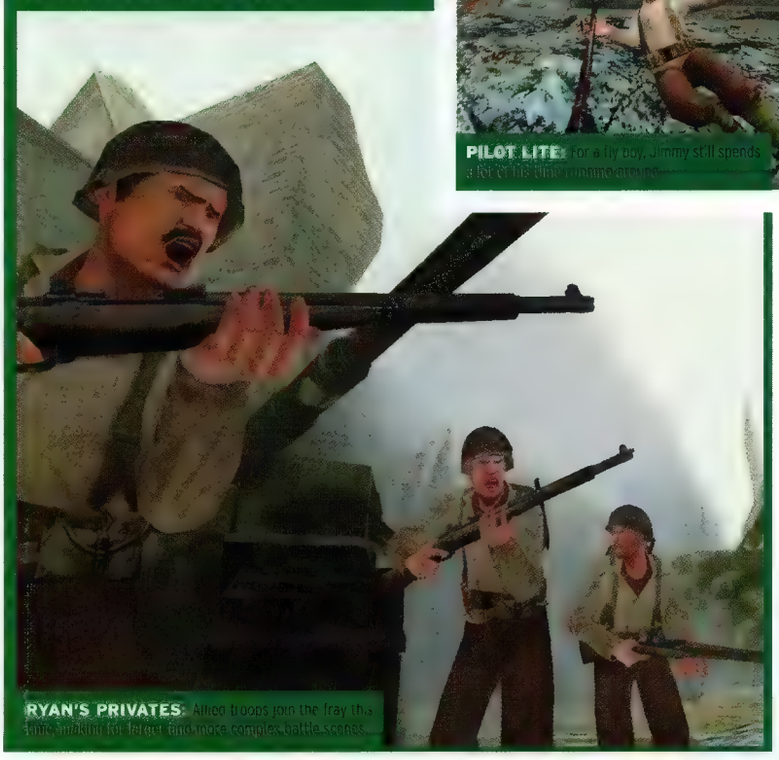
As such, it's frontline conflict all the way for our plucky Yank as he does his damnedest to blow up the Nijmegen Bridge, capture the experimental Ho IX Flying Wing and shoot anyone dressed in grey and tan.

Along with a bevy of new arms to point at people there's also been a noticeable expansion in level design – making things a lot less linear – as well as some serious reworking to both enemy and NPC AI. What this translates into is that battles are bigger and involve more people, meaning that you no longer work completely alone throughout the whole game. Also, there's the added tactical twist of taking out an enemy unit's commander and breaking the subordinates' moral – imagine gangs of goose-steppers dropping their weapons and fleeing every which way.

Parachute in the welcome return of Michael Giacchino – storming back behind the conductor's lectern and raising the blood with another stirring score, and you're looking at yet another best-seller in the *MoH* franchise.

Sergeant stripes and commendations all round for this come launch, then.

PILOT LITE: For a fly boy, Jimmy still spends a lot of his time running around.



RYAN'S PRIVATES: Allied troops join the fray this time making for larger and more complex battle scenes.

LIKE TO KNOW EXACTLY WHAT WEAPONS YOUR DOGS OF WAR WILL BE TOYING WITH? HERE'S A COMPREHENSIVE LIST:

Commando knife
Colt 911 H pistol
Luger P08 pistol
Lee Enfield No4 Mk1 rifle
Karabiner 96k rifle
MI903 .30 sniper rifle
Gewehr 96 sniper rifle
Sub-machine gun
Anti-personnel mine
Anti-tank mine
Mills Bomb
Bazooka
Flame-thrower
(And that's not including the weapons you can commandeer on the vehicles.)

PRISONER OF WAR

Yeah, you're a big man when you've got your hand on a warm gun, but what happens when you're stripped of your tools of destruction and incarcerated? Are you going to lay down and wait out the war drinking potato peel and brake fluid hooch, or are you going to do the decent thing and attempt to escape? Such is the premise behind Wide Games' unique take on the events of WW2. Instead of bazookas and mines it's up to you to utilise each of the four characters' strengths and break-out of some of the most well-guarded PoW camps of the time. Salonika, Stalag Luft I and III and Colditz Castle have all been recreated with unprecedented attention to detail and lie waiting to ensure you never see active duty again.

The gameplay revolves around you taking control of an allied officer in each of the above prisons and, quite simply, escaping. But it's no easy task when the AI (or ALife as the coders are calling it) is as devastatingly complex as that on show here.

As well as being able to detect you with both sight and sound, they'll call assistance as soon as they spot you up to no good, making a mockery of your attempts to hide behind or inside the environmental features. And it's not only the guards that have state-of-the-art AI. Your fellow inmates happily go about their daily business regardless of your actions creating the impression that you are, indeed, a small, yet important, part of a larger and more complex world.

How you go about planning your way past the clockwork efficiency of your Nazi captors is governed by your character's strength and weakness in five key areas – athleticism, stealth, espionage, charm and linguistics. Balance these, make the most of the game's 'open' format that allows you to come up with new tactics on the fly and you just might escape to victory.

Ultimately, more tunnelling fun than your average Tom, Dick or Harry could stomach and definitely in line for Victoria Cross on release.

ANTICIPATION RATING:

CAMP CONCENTRATION: There's some amazing

ROUTE 101: The multiple means to gain freedom

WALL CRAFTY: It's all about using the environment

HIDDEN & DANGEROUS 2

Teamwork's once again the name of the game as Illusion Softworks takes another unit of SAS operatives behind enemy lines in search of high adventure. Only this time you've got a hero's boots to fill along with worrying about commanding the rank and file. Major Gary Bristol is your man, and through him you'll be invited to lock horns with the Hun over 23 detail-rich levels divided across nine different campaigns.

Things have been given a formal dress overhaul in preparation for the game's first outing on PlayStation 2. Environments are now ridiculously detailed, horizons stretch for days and there's been an extensive use of motion-capture to ensure that character movements are as accurate as possible. In addition to this the tactical map of the original has been revamped to be player friendly, while NPC interaction promises to be much more detailed than a few stilted conversations at the end of each mission.

But luscious looks and realistic physics count for nothing unless you've got some slick ordnance to scare the living b'jaysus out of the enemy with. Time to don your killer's smile as flame-throwers, rocket-launchers and M1 Garand sniper rifles (with silencers) all line up to test the game's ballistic modelling to the extreme. And you'll need more fire-power than your average battleship when confronted with the game's devilishly clever AI. Nazi troops working in units, trying to outflank your position or ducking for cover when you open fire, will ensure that you'll die time and time again in the most horrible of ways before getting to see the debrief screen.

In fact, the only things that aren't causing us to fire on all cylinders about this title are some dodgy memories of the conversion to Dreamcast. So as long as we don't see shocking frame-rates when driving vehicles and saves only at the end of missions, we'll be happy.

Definitely a contender for PSM2 decoration in the early part of next year.

HERE'S LOOKING AT U: An ice-bound sub just waiting to be stormed by your team.

ANTICIPATION RATING:

RETURN TO CASTLE WOLFENSTEIN

OK, so this a completely unfounded at this point in time, but look at the facts – *Wolfenstein* on PC is currently utilising the *Quake 3* engine to re-animate id's Teutonic castle. And which glorious FPS has just dropped its coded glory onto PS2? Eh? Eh?

We got in contact with Activision and asked them if a port was a possibility and they said it was way too early to speculate on whether this might happen. Well, as far as we're concerned *Return to Castle Wolfenstein* on PS2 is as inevitable as toast falling jam-side down. Watch this space...

ANTICIPATION RATING:

WORDS OF WAR

"You can play practically the whole game as a pacifist if you want and only tie up those you over-power. Do this and you'll receive a better rating on completion as the gameplay becomes much more difficult and much more intense."

Gonzo Suarez Girard
Creator of Commandos 2

"There were situations where I said, 'Wait a minute – how does Jimmy get out of there?' And they said, it doesn't matter – he'll blow something up. But it does matter – escaping's often the hardest part of a combat mission."

Captain Dale Dye
Military consultant for Medal of Honor: Frontline

"The number of ways to escape from PoW's camps will NEVER be set in stone. We'll find and hone as many escape routes as we can, but the resourceful player is bound to find a way out that our guys have never even thought of. Think of it this way: we, as developers, are the guards in the prison, making the rules up, the players genuinely are the escapers, using ingenuity and improvisation to get out of the camps in ways that we haven't considered securing. It's going to prove very interesting."

Carl Jones
Executive Producer on Prisoner of War

"As the dramatic story – full of unexpected twists and surprises – unfolds, the player will discover that *Hidden and Dangerous 2* is full of fierce fighting and exchanges with the enemy, as well as secret missions in which your squad will be unable to fire a single shot."

Petr Vochozka
Managing Director of Illusion Softworks

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

TURN IT UP, TUNE IT IN AND LISTEN TO THE GLORIOUS SOUND OF SEGA'S FINEST MAKING A DEBUT ON PS2

JONATHAN

Well paint me yellow and take a ride in my trunk. Er, if you fancy it. Who'd have thought we'd ever see Sega's mint-blue logo bobbing about on a PlayStation 2? And pasted to the front of *Crazy Taxi* no less. All we need now is the arrival of a certain trainer clad bushpig with a craving for rings, and global dominance is pretty much in the bag.

But until that plentiful time of electric nectar and dangled grapes there's still enough to make the run up to E3 a lesson in happiness.

Take this month's offerings in our gargantuan review trough for example. Not only do we have two classic DC ports in the guise of *Taxi* and *Fur Fighters*, but we've also got the hot footed excellence of *MTV Music Generator 2* – finally a chance to court stardom and then fade away into beard-mumbling obscurity.

If electronica doesn't appeal, why not head back to the '70s and swap your Moog for a striding lump of steely death? *Ring of Red* gets a critical buffing and proves that Mech titles are alive and well after the embarrassment that was *Robot Warlords*. And for dessert? The sweet, sweet taste of *Klonoa 2* ensuring that no matter how advanced games get, sometimes a stab of retro can be just what the good doctor ordered. **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** MTV Music Generator 2

Swapping the heel-and-toe work of driving with that of cutting some rug, our very own MC Double-D bangs on his cans and gestures for a Red Bull.

DUNCAN BAIZLEY

- **SPECIALIST IN:** Digital Versatile Discos
- **HAVING FUN WITH:** De Niro, Bacon and Baloo

"There are times when the call of duty goes beyond anything a civilised man can endure." Big Momma's House leaves its indelible DJ Baizley.

JONATHAN BRYANT

- **SPECIALIST IN:** Strategy, Mech Combat
- **HAVING FUN WITH:** Klonoa 2

Rocking-chair on the porch, 12-bore across his knee and answering only to the name Billy-bob, this man says he's happier for Klonoa's calming influence.

JOEL SNAPE

- **SPECIALIST IN:** Blood, guts and gory glory
- **HAVING FUN WITH:** Fur Fighters

Emerging from 'Joel's Special Room – Keep Out!' only once this month, Joél blew kisses to his waiting handmaids before killing a cartoon puppy! Brilliant!

NICK JONES

- **SPECIALIST IN:** First-person shooters
- **HAVING FUN WITH:** Ring of Red

Cool, cool Anusol. Inflatable cushions Peppermint suppositories softly applied by baby angels. Nothing – no, not nothing, never – can calm Nick's anger.

RICHARD OWEN

- **SPECIALIST IN:** Skateboard titles
- **HAVING FUN WITH:** Crazy Taxi and PSone

Raising a knowing smile for only the very prettiest young gurls in all this hilly green land, Richard kept himself seriously busy with *Crazy Taxi*. Man, he loves this job!

MARCUS HAWKINS

- **SPECIALIST IN:** Driving
- **HATING THINGS WITH:** Gauntlet

PSM2's feared and odourless Editor took only a few moments to decide to relive his distant past and take on *Gauntlet*. We had to take away his fishfinger supper, though, after he called it a dirty name.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

Have YOU got yourself a PlayStation 2 and fancy writing a short, informative review for PSM2? Found a bundled bargain for the UK PS2 that the whole country should know about? What do you think about the PS2 games so far? Got any dirt on the review crew above? Share the wealth and mail us now!

›UNRIVALLED INFORMATION フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest, and arguably greatest, invention yet
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
VERDICT
MATCHER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シラヨカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シラヨカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シラヨカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

›HARD-HITTING シラヨカノ キハワキア

PSM2 WARNING!

THE PSM2 SCORING SYSTEM:

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

CRAZY TAXI 064

MTV MUSIC GENERATOR 2 068
Rumble Racing 070
Fur Fighters 072
Kuri Kuri Mix 074
Jungle Book Groove Party 075
EA Sports Rugby 076
All-Star Baseball 2002 078
Ring of Red 079
Gauntlet Legends 080
Klonoa 2 082

ABSOLUTE PS2 091

DVD REVIEWS

Meet the Parents 084
Stir of Echoes 085
Ninth Gate 085
Big Momma's House 085
North by Northwest 085
Buffy: Season 2 085
Compo 085

PSone REVIEWS

Formula One 2001 086
Rainbow Six: Rogue Spear 087
Dave Mirra Maximum Remix 087
Simba's Mighty Adventure 087
Warriors of Might and Magic 087
Ford Racing 087
Rugrats in Paris: The Movie 087

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK NOW

CRAZY TA

CRAZY! MONDO! COOL! CROSSTOWN TRAFFIC'S NEVER BEEN

Burn the Highway Code and brush up on your advanced rudeness techniques. Lord have mercy on anyone unfortunate enough to jump in the back of your cab...

REVIEWER: Richard Owen

The Dreamcast may've fallen, but fortunately we were there to catch it... well, commandeer most of its ace games anyway. The first of Sega's huge back catalogue to traverse the previously impassable route to PS2 is the DC's flagship road-rage-em-up – *Crazy Taxi*.

Travis Bickle and Venessa Paradis not withstanding, the life of a cab driver doesn't appear to have the trappings of an immensely successful videogame. Sitting for hours stuck in gridlock doesn't sound like the most exciting of experiences, the same going for dealing with booze-saturated, stumbling passengers. Fortunately, the traffic meandering through *Crazy Taxi's* cities is far more free-flowing than in our own, and its denizens seem to hold their drink, rewarding your Hazzard County Driving School-style manoeuvres with cash, rather than with a vommit-soaked back seat. Other miraculous improvements on reality have been worked on the game's vehicles. The cabs found here make even the most bomb-proof Volvo seem like a bodged kit car attempt by comparison – your taxi, and the other vehicles around it, are totally indestructible, making for some full-on, no holds barred driving. And even the most directionally impaired cabbie can have no excuse for clocking up that meter, as a huge floating arrow in the sky tells you exactly where your fare wants to go.

INSIGHT

Too tight to pay good money for the real thing? Then hitch a gratis cyber fare from *http://www.ny-taxi.com/* The world's first web-cam strapped to an NYC yellow cab. "I love this town – and so will you!"

CASH BANDIT COUP

As in life, the aim of *Crazy Taxi* is to make as much money as you can ferrying passengers around either one of two cities. As well as being driven by the pursuit of wealth, successfully getting fares to their destinations rewards you more importantly, when playing by Arcade Rules at least, with bonus game time. In addition to the time allocated at the start of a game, picking up a passenger also adds their journey time to your total. Completing their request promptly sees you getting a Speedy bonus and valuable extra seconds, while tardier journey times will result in smaller bonuses, or in extreme cases of lateness, your fare will leg it and abandon you altogether.

Passengers trying to flag you down have a huge dollar sign spinning above them. Depending on what colour this sign is, you can tell what their journey requirements are. A green indicator means a decent fare, undoubtedly taking you over to the other side of the city, providing a good reward both in terms of cash and extra time. The other colours – yellow, orange and red – all indicate shorter journeys.

Once you've gained The Knowledge for each metropolis, experienced cab drivers can link-up fares, taking passengers round and round each city in circles.

CITY, CITY BANG GANG

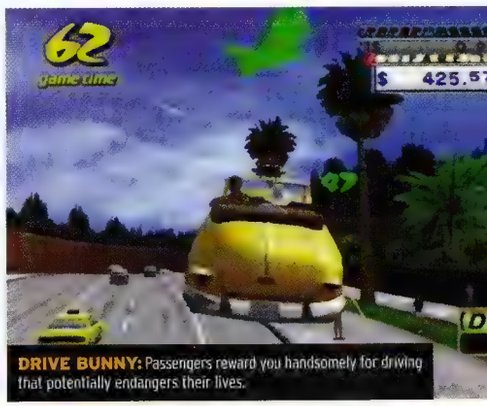
The two cities themselves are very different, one being ported directly from the Sega's Naomi arcade machine and the other specifically designed for Dreamcast.

Being modelled with the arcade in mind, the original section of urban sprawl is far more straightforward and much easier to navigate. The second city, though, provides far more for console gamers to get stuck into, being larger and more convoluted than its predecessor. Presumably as part of some advertising deal, or perhaps to add a hint of realism, both locations feature shopping institutions that you'd find on your local high street. As well as going to the airport, beach and church, your fares also like to visit the nearest branch of KFC, Pizza Hut or Tower Records, to ▶

"THE CABS FOUND HERE MAKE EVEN THE MOST BOMB PROOF VOLVO SEEM LIKE A BODGED KIT CAR ATTEMPT BY COMPARISON"

SHABBY RANKS: You get constant updates about how you're doing in comparison to the hi-score table.

WINDOW STOPPING: Handily, you get a little picture showing exactly where the fare wants to go.



DRIVE BUNNY: Passengers reward you handsomely for driving that potentially endangers their lives.

AXI

SUCH A SCREAM.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Acclaim/Sega
- **PUBLISHER** Acclaim
- **GAME TYPE** Arcade Driving
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

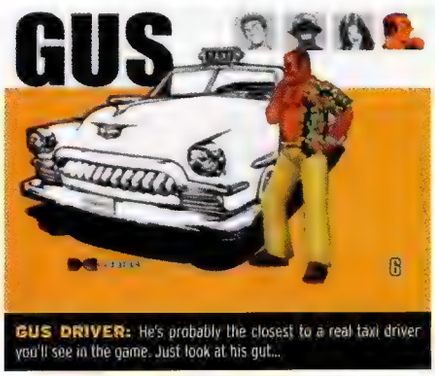
PlayStation.2

CRAZY TAXI

DETAILS

- Two complete cities to razz around.
- Four drivers to choose from, each with their own driving style and personality.
- Loads of hidden challenges and a new secret vehicle to unlock.

GUS



GUS DRIVER: He's probably the closest to a real taxi driver you'll see in the game. Just look at his gut...

THE THROUGH-MAN SHOW: There's nothing wrong with occasionally taking advantage of the pedestrianised areas.

76

AD ABOUT THE BOY: *Crazy Taxi*'s got the most blatant product placement we've ever seen.

SPIN CITIES

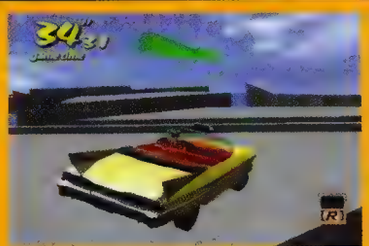
Despite their superficial similarity, the twin towns found within this game are very, very different. Arcade mode's city is strictly for learner drivers, its centre is pretty small and it's very easy to navigate. The second city, found in Original mode oddly, is larger, more built-up and complex. Both are strewn with second-shaving short-cuts if you know where to look, but as you'd expect they're harder to sniff out in the second location...

[illegible] The Arcade city's full of hills and tramlines - uncannily like San Francisco, then.

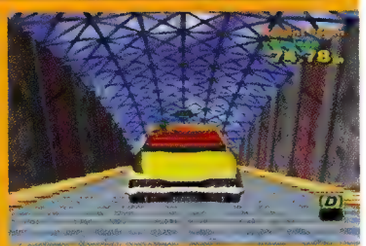
[illegible] Original mode's got a slightly more modern sub-way system. Check the tunnels for a sneaky shortcut.

BOXING CLEVER

The Crazy Box provides some fiendishly difficult and incredibly challenging tests of driving verve and skill. It's also arguably the best part of the whole game. You'll find that you keep coming back to the challenges repeatedly, opening up new ones as you whittle away at your previous personal bests.



SPIN DIZZY: Pulling Crazy Drift Aerials on a series of raised ramps leaves absolutely no room for error.



[illegible] You'll also get to try your hand at record-breaking ski jumps... in a car.

[illegible] You'll need careful aim and high speed to take out all the pins.

[illegible] Head out on the highway to perfect those Crazy Throughs.

[illegible] Popping all the balloons'll require careful use of the Crazy Drift.

▶ name but three of the global corporations that turn up throughout the game.

Cruising along at a solid frame-rate, *Crazy Taxi* looks extremely slick, although it does seem to run occasionally marginally slower at times in Original mode than its DC forbearer. Nevertheless this sweet shop window's worth of eye candy is guaranteed to wow you with its brazen good looks. Sparks fly as you career round corners, phone booths crumple under your wheels, pedestrians leap out of the way and cars flip as you hit them head-on. The game's eye-smacking visuals will keep you constantly entertained.

BOX FRENZY

As well as getting to grips with your cab's gears, brakes and accelerator, *Crazy Taxi* has a few less obvious controls of its very own. Change up a gear while hitting the accelerator at the same time and you'll perform a turbocharged engine surge known as a Crazy Boost. Hit the gears down and up quickly, while slamming the Analogue stick to the side, and you'll slide round corners in a manner called the Crazy Drift. These octane-fuelled advanced driving techniques are important to the main part of the game, but essential for the console specific Crazy Box.

Enter the Crazy Box from the main menu and you'll end up in a mini-game good enough to rival the cover star itself. In here you'll find the game's challenge section – race the clock as you

DEEP SEA DRIVING: You'll find a few snorkel-equipped punters hiding in the mucky depths of the ocean.

LEG IT LOVELY: Don't screech too close to the punters - they'll run off.

IMPACT POINT

After years of watching the pretty people on Baywatch, screeching out of the sea and scaring sun-worshippers witless feels almost frighteningly satisfying. None of 'em bounce around in slow-mo, either. Shame, no?

"YOU'LL BE HOWLING IN FRUSTRATION, THEN TRYING AGAIN – THE LEARNING CURVE OF THESE FIENDISHLY ADDICTIVE CHALLENGES IS SPOT-ON"

INSIGHT

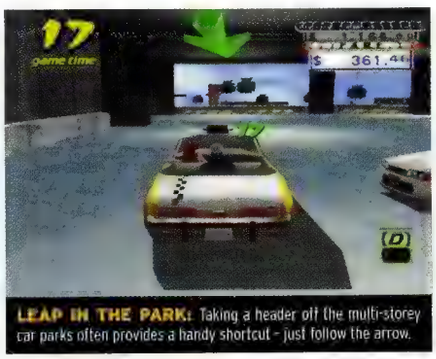
■ It's estimated that New York's yellow cabs pick up 1.2 million people per day. To put that in perspective, that's more than everyone in Newcastle upon Tyne, plus a few hundred thousand of their mates.

perfect your driving technique and test your mettle against some incredibly tough motoring challenges. At first, things are simple enough as you try and service passengers or pop balloons within a time limit. As you progress though, and more challenges become available, you'll soon find yourself driving down giant bowling lanes, leaping between water logged islands and trying to take passengers to seemingly impossible destinations. You'll be howling in frustration, then immediately trying again – the learning curve of these fiendishly addictive challenges is spot-on. Goals that initially seemed impossible get nearer and nearer with virtually every expletive-filled attempt.

CAB IN FEVER

Sound-wise, the tunes are provided by Offspring and Bad Religion – their pop-punk thrashings perfectly emphasising the game's hectic nature. Unfortunately, it's not long before the same tunes over and over again – like Radio One's playlist – begin to wear thin. The same problem holds true for the voice-overs – while the snappy lines of your driver and the passengers' witty retorts may be amusing to begin with, a definite lack of variety means that they soon begin to grate.

Strangely, for a game with only single-player facilities, it's ideal for multi-player swearathons. To see *Crazy Taxi* at its best, recreate the arcade in your living room by inviting a load of mates round and passing the pad as you try and beat each other's scores. Arcade games are designed to be short and sweet. Short enough to see you shoving as many coins as possible into those welcoming slots, but sweet enough to keep you coming back for more. Sadly, like virtually every arcade conversion ever made, *Crazy Taxi's* frailties are exposed by the hours of solid play never envisaged by its original coin-op creators. And like almost all the others, this console version turns out to be shallower than the average Page Three stunna. Granted, it sports an extra city and the fantastic Crazy Box, but even so, after a month or two of solid play this disc will slowly make its way to the bottom of your gaming pile and vanish in a puff of part-exchange.



LEAP IN THE PARK: Taking a header off the multi-storey car parks often provides a handy shortcut – just follow the arrow.

TAXI – RANK?

Given its highly respected Sega credentials, *Crazy Taxi* undoubtedly provides a huge dose of arcade action in its purest sense. Bright, breezy and with a solid sense of kamikaze dynamics, it'll deliver exactly what you'd expect from something so dumb and fun. It's just a shame it's so lightweight. **PSM2**

TRAVIS BICKLE'S CHOICE

1 **CRAZY TAXI**
A straight port from the Dreamcast that doesn't disappoint, but doesn't offer any PS2 extras. Still, the exemplary knock about arcade racer.

2 **RUMBLE RACING**
Quicker than the human eye, but not over-endowed in the imagination dept.

3 **SMUGGLERS RUN**
It's a dirty job but someone's got to do it, and you could do a lot worse.

PS2 VERDICT

GAMEPLAY
+ All the fun of the fair – arcade thrills at their best.
- Deep and involving this is not.

GRAPHICS
+ Brash, flash visuals hit you right between the eyes.
- Hounded by occasional pop-up.

SOUND
+ Great soundtrack and larger than life voice-overs.
- A definite lack of variety soon gets very repetitive.

LIFESPAN
+ Full-on arcade action guaranteed to be a post-pub fave. Soon wears a bit thin if you're on your Jack Jones.

OVERALL
Undeniably an incredibly addictive arcade hoot, but like all coin-op conversions the fun is definitely short-term.

80

SHORT CHANGED

GORILLAZ IN THE MIX: Damon Albarn's cartoon concept band's one of many famous contributors.

OUT UK MAY 25

MTV MUSIC GENERATOR 2

The powerful PS2 music maker – designed for monkeys, used by Gorillaz.

REVIEWER: Daniel Dawkins

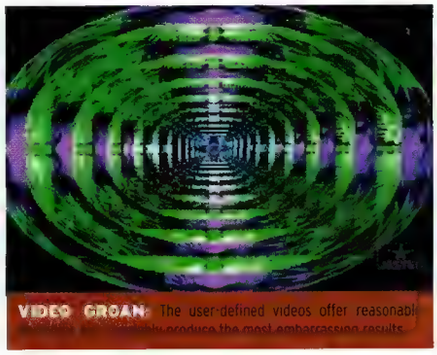
Videogaming isn't important. At least, not to the mass-market. The mighty *SSX* took five months to sell 200,000 copies, while Hear'Say's *Pure and Simple* shifted half-a-million units in a *week*. Put simply, more people care about music than videogames. And that's why *MTV Music Generator 2* will become a phenomenon.

This isn't so much a game, as a powerful music creation tool, with greater replay value than ISS and a deeper, more rewarding learning curve than Tekken Tag. Above all, it's simple to use and more fun than making professional music has any right to be. Even if you've never picked up a joypad before, you're only an hour away from composing a credible tune.

BRING THE NOISE

So how does your PS2 let you create a chart-breaking dub plate? Essentially, it's like slotting together a jigsaw. The game contains over 10,000 music samples, broken down into four key areas: Rhythm, Bass, Melody and Vocals. You choose the appropriate sound, and lay it on the screen like a *Tetris* block. The samples are usually split into four-bar loops and can be layered to create more complex sounds. It might sound difficult, but it isn't. The samples have been recorded at the same tempo, so everything slots together neatly. A fusion of guitar squeals, acid bleeps and classic violins is easily achieved – if that's what blows your hom.

Fans of the PSone version can expect subtle changes. The system's basically the same, though the music creation screen now scrolls from top to bottom, not left to right. Thanks to PS2's increased internal memory, samples can be demo'd almost instantly and more individual sounds slotted into each track – 48 channels can be played simultaneously. Over 100 full songs can be saved onto Memory Card – a far cry from the ten or so of the original. Codemasters' estimate that the game could be three-times quicker to


VIDEO GROAN: The user-defined videos offer reasonable

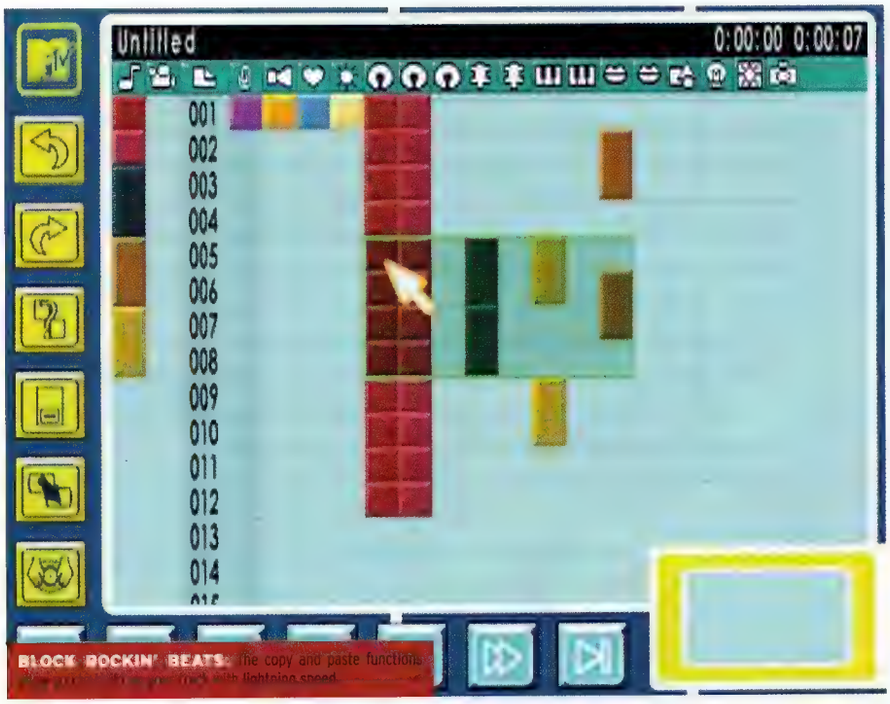
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Jester Interactive
- **PUBLISHER** Codemasters
- **GAME TYPE** Music Creation
- **PRICE** £34.99
- **ESSENTIALS** 8MB Memory Card, DualShock 2, USB Sampler

PlayStation 2

DETAILS

- Contains exclusive tracks from Gorillaz, Apollo 440, Cassandra Fox, Bentley Rhythm Ace, Dano, Funkmaster Flex, Halo Varga, Tony Hewitt and Zombie Nation.
- 48 audio channels, utilising a bank of 9,000 component samples.
- Eight song styles: Pop, House, Hip Hop, Garage, Indie, R&B, Rock and Trance.
- Advanced Riff-Editor with Auto-Chord and Arpeggiator effects.
- User-definable 3D videos.
- Four-player Jam sessions.



BLOCK ROCKIN' BEATS: The copy and paste functions

DECK-HEAD: Muscle-bound legendary house DJ David

use, and we find no evidence to disagree. But the most welcome change is to the riff-editing system. It's now easier than ever to create your own beats and melodies from the floor up. It's simple to clone the pre-defined sounds and, for example, replace all the piano sections with violin strings – you can diversify the sounds available without any musical ability whatsoever. Slightly more ambitious gamers will be able to use the Auto-Chord functions to create rich melodies, while the Arpeggiator function is a perfect short-cut for creating musical scales that remain blissfully in key.

CHORD BY THE BUZZ

It's even possible to recreate popular tunes from sheet music. Jester Interactive have recorded every chord around the major and minor musical scales, so with a little concentration you could create a tub-thumping disco version of *Wonderwall*. Real-life musicians should have no problem converting their compositions into funked-up PS2 glory. With the host of filter, reverb and note parameter functions, the only limit's your own imagination. You could play the game for a decade and still be producing original sounds.

Perhaps the most intriguing new addition is the USB sampler – available separately for £19.99. The lead plugs straight into your PS2 and can be connected to a microphone, or direct to a music source via the jack socket, allowing you to record up to 23 seconds of vocals at a time. The options don't end there – if singing isn't your bag, you could sample yourself smashing a melon with a hammer. User-created sounds are stored at a CD quality 44.1 KHz, and up to two minutes of material can be used in a track. Enough space to add sweary Gregorian chants to the chorus of Toploader's painful *Dancing in the Moonlight* and layer the result with elephant trumpets.

JACK YOUR BODY: The USB sampler connects your

NUCLEAR VISION

The user-definable videos are slightly less successful. They're easy enough to create – and can be built up block-by-block in synch with the song – but produce, ahem... curious results. At best, you'll reproduce a series of flashing stars and rhombuses to rival an East European CGI demo from the mid '80s. But at least the 3D video option is an entertaining novelty – the air of naff's over-ridden by squiffy-eyed gasps of excitement.

Despite the user-friendly feel, there's no denying that the game looks intimidating. Videogame virgins might be too scared to give it a chance and the pre-defined samples start to feel cheesy and limited after a few days of use – the vocals especially, though improved, are quite embarrassing. Fans of the original game might feel short changed if they don't take time to experiment with the new features. The game's significantly improved, but you need to scratch past the surface gloss to find out.

Madonna said music was for the bourgeoisie and the rebel. She was wrong. It's for anyone with a PS2 and an ounce of rhythm. It could be the first step of a fresh career or, at worst, a refreshing break from shoot-em-ups. And that's *exactly* the kind of diversity you bought a PS2 for. Forget Napster, this is a lifetime of music for the price of three CDs. Genius on a 3.5 inch DVD. **PSM2**

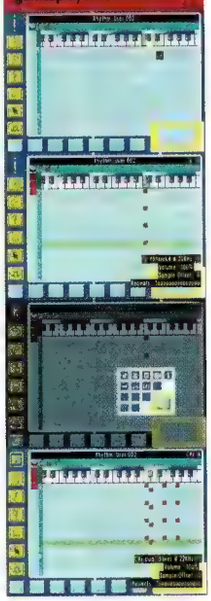
MTV Music Generator 2 is out on May 25th. The USB sampler can be purchased on-line at www.codemasters.com, or by mail order.

INSIGHT

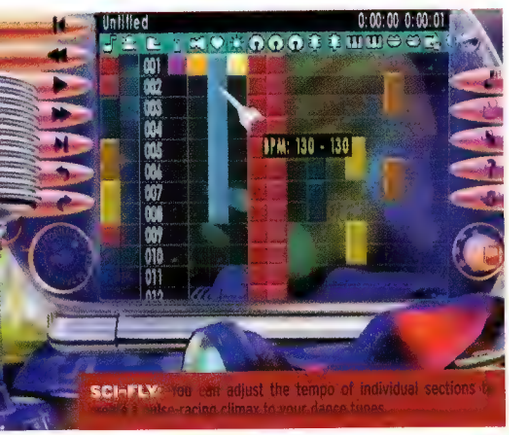
In 1997, bedroom music producer, Jyoti Mishra – aka White Town – released *Your Woman*. From a limited pressing of a 1000, the single was championed by Radio One DJ, Marc Radcliffe, and went on to become a worldwide number one hit.

IMPACT POINT

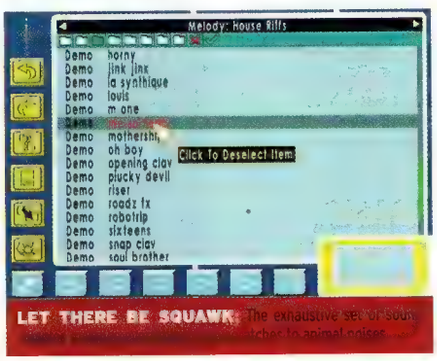
The first time you successfully use the Riff-Editor, you'll whoop with joy. No longer limited by the constraints of the pre-set samples, the options become infinite. You've successfully transformed a series of icons into the music of your mind. You've made the leap from gamesplayer to artist.



"WITH THE HOST OF FUNCTIONS, THE ONLY LIMIT'S YOUR IMAGINATION. YOU COULD PLAY FOR A DECADE AND STILL BE PRODUCING ORIGINAL SOUNDS"



SCI-FLY: You can adjust the tempo of individual sections to



LET THERE BE SQUAWK: The exhaustive set of sound

ALBARN'S CHOICE

1 **MTV MUSIC GENERATOR 2**
Powerful, yet fun, easily exported to tape, MiniDisc or MP3. Awesome potential.

MUSIC 2000
The excellent PSone precursor suffers from slower loading times and reduced depth.

DRUMMANIA
Ultra-limited, comedy rhythm-action game of the pots and pans variety.

PSM2 VERDICT

GAMEPLAY
+ Richly rewarding and virtually limitless.
- Initially confusing, requires dedication.

GRAPHICS
+ Bright, clear desktops and flashy videos.
- Lots of dull blocks and repetition.

SOUND
+ Professional chart-quality tunes. Guaranteed.
- Limited by your own ability.

LIFESPAN
+ Infinite variety, like music itself.
- Relies on your dedication and enthusiasm.

OVERALL
A musical Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2.

90
CHART TOPPING

GET READY TO GRUMBLE
The detailing on the car models doesn't make full use of PS2's capabilities.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, Memory Card, DualShock 2

DETAILS
- 14 tracks set within six racing environments.
- Over 30 motors to race with, including muscle, sports, vintage, trucks, and special vehicles.
- Three difficulty settings: Rookie, Pro, Elite.
- Stunt Challenge mode.

OUT UK NOW

RUMBLE RACING

EA's office parking lot must resemble the aftermath of a demotion derby, if the driving skills on show in their crazy racer are anything to go by...

REVIEWER: Richard Owen

Coming from the same game publisher that set pulses hammering with the clean, powder highs of *SSX*, *Rumble Racing* is, essentially, more of the same. Granted, hot doggers have been replaced by hot rods, but the gameplay comes from exactly the same acid-fangled driving school.

Like its predecessor, the off-road to success involves getting your tyres dirty while blasting your motor though as many short-cuts as you can. Newton-defying trickery is also part and parcel here, with the reward for such Red Arrows-style displays coming in the form of exhaust-shattering nitro boosts – the more ridiculous your stunt, the bigger your boost... sound familiar?

Weapons and power-ups are also hurled into the mix. As usual, racers at the back of the pack do still tend to benefit from beefier bonuses – the maximum carnage of the tornado power-up clearing the field to allow a tail-ender to take the lead. Sadly, all the game's vehicles are impervious to damage – the most you'll achieve is a temporary reprieve from your competitors' jostlings.

In terms of speed there's no doubt that *Rumble Racing*'s gusset-tearingly quick, and definitely the fastest thing on PS2 to date – *WipEout Fusion* pending, mind. Unfortunately, such things always come at a price, and here the visuals are singled out as the sacrificial lamb. While there's no fogging or pop-up, the game's jalopies and environments look half-finished – cars look flat and bland and steam through dull, lifeless scenery. Where's the detail and polish? Fortunately, though, given the hectic nature of this beast you're far too busy clinging on to that DualShock 2 to worry about how it looks.

If you like your games deep, subtle and clever you'd be advised to give this a wide berth. If you prefer your kicks high-octane-fuelled though, we suggest you get ready to *Rumble*... PSM2

Friday 25...

RAILBASHER Chassis-shattering stunts are meat and drink to these whacked-out racers - they give you more turbo.

INSIGHT
- *Rumble Racing* is the sequel to last year's *NASCAR Rumble*.
- The 'crazy' blithering throughout the game is provided by Jess Harnell, who's previously been responsible for 'crazy' blithering on TV's Animaniacs and The Tick.

RAIL GONE KID Unfortunately, you won't find any of *Rumble Racing*'s inadvisable short-cuts in an AA road atlas.

BILLY WHIZZ'S CHOICE
1. **SSX** The racing game of choice for the adrenaline connoisseur.
2. **RUMBLE RACING** This gutsy dumb-ass slots neatly in behind its stable mate.
3. **SMUGGLER'S RUN** Shallow, but with some expansive and gritty racing.

PSM2 VERDICT

GAMEPLAY
+ Stupid, puerile fun doesn't get much better than this.
- Enemy AI too brutal at times

GRAPHICS
+ Speeds to make your eyeballs bleed at a consistent 60fps.
- Dull, flat and bland, lacking in any kind of polish.

SOUND
+ Engines roar, tyres squeal and tornadoes whistle.
- 'Amusing' interjections from irritating hick commentator

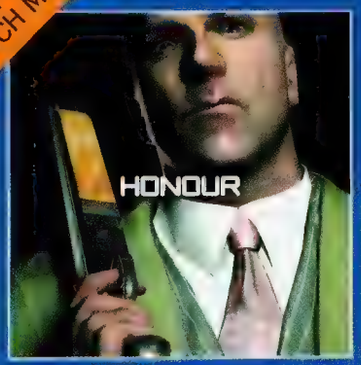
LIFESPAN
+ A virtual car park to unlock, plus umpteen game modes.
- Could lose its appeal very rapidly. Poor Stunt Challenge mode.

OVERALL
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but there's a question about how often you'd come back to it.

76

HILLBILLY STYLE

ISSUE SEVEN
FEATURES THREE
EXCLUSIVE PLAYABLE DEMOS,
INCLUDING STAR WARS: STARFIGHTER
AND SKY ODYSSEY, PLUS NEW FOOTAGE
OF RED FACTION AND MUCH MORE!



Game images: The Getaway © SCEE; Project Eden © Core Design Ltd © Take 2 Interactive; Knockout Kings 2001 © Electronic Arts Inc; Dead Or Alive 2 © Tecmo Inc; Onimusha © Capcom Co Ltd; ISS Pro Evolution © Konami; Aqua Aqua: Wetrix 2.0 © Zed Two; F1 Championship Season 2000 © Electronic Arts Inc. ALL RIGHTS RESERVED 2001

There are a million worlds of emotion out there.
Only one magazine lets you experience them every month.

PlayStation 2
OFFICIAL MAGAZINE-UK

THE ONLY MAGAZINE WITH A PLAYABLE DVD EVERY ISSUE, PLUS THE LATEST NEWS AND REVIEWS.

Other magazines let you watch.
PlayStation 2 OFFICIAL MAGAZINE-UK lets you play.

Issue seven on sale now.

PlayStation, "PlayStation", "PS2" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc.

ROOFUS OVER HIS 'EAD
Sadly, the Glaswegian mutt's headbutt's been removed from the PS2 version.

OUT UK JUNE 08

FUR FIGHTERS VIGGO'S REVENGE

Alone in the dark? Hiding in a crate? It doesn't *have* to be that way. Load up – it's time to get royally stuffed...

REVIEWER: Joel Snape

There was a time when games made us laugh. Before *Z.O.E.* reduced us to tears and *Code: Veronica* made us dread every corner, we could just play games that were simply, overwhelmingly *fun*. Until recently, we thought all that was over – videogames are *mature* now, which means games aren't supposed to be any good unless they've got really good rain effects and a gothic-techno soundtrack.

It's like TV – sometimes you want to watch Homicide and NYPD Blue, but when it all gets a bit too much, it's nice to just relax with the combination of sick and clever humour in I am Weasel. Which is where Fur Fighters comes in.

You'll crack a wry smile whenever you notice one of the many in-jokes and pop-culture references. You'll flash a guilty little grin when you realise that you can blow away the helpless rabbits in the Fur Fighters' village. And by the second level, when a zebra's bellowing dance steps at you in an Austrian accent – "Do you zink I am doink zis for *fun*?" – you'll be laughing out loud.

As with all platformers, there's a spurious reason for the jumping about, which

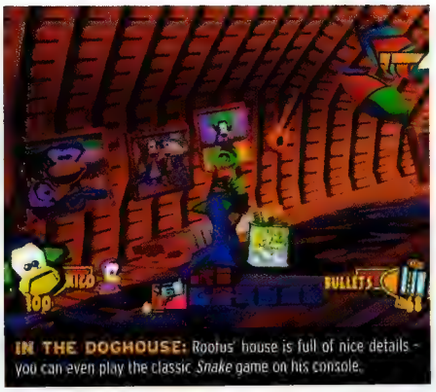
INFO

- **CODE TESTED** PAL
- **DEVELOPER** Bizarre Creations
- **PUBLISHER** Acclaim
- **GAME TYPE** Cartoon shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, MultiTap 2, 1-4 players, Memory Card

DETAILS

- Six Fur Fighters, each with their own special ability.
- More than 40 levels over six different worlds.
- Four-player Fluff Match versus mode with nine levels – six have been enhanced for PS2.
- A set of bonus levels featuring the secret flea character – new for PS2.

A MEER SCRATCH: The meerkat bonus gives you a posse of gun-toting mongooses as backup. Watch that stuffing fly...



IN THE DOGHOUSE: Roofus' house is full of nice details – you can even play the classic *Snake* game on his console.

coincidentally involves collecting lots of things – this time it's babies. Each of the six Fur Fighters have their own special talent. Rico the Penguin swims for instance, while Roofus the Dog burrows, and Chang the Fox is, um, small. As you'd expect, most puzzles involve choosing the right one – although the character-shifting teleport-pods dotted around usually provide a pretty hefty clue about who to use..

If you like collecting things, jumping around, and solving puzzles, you're going to be happy. If you like shooting things, you'll be ecstatic. The gunfights are some of the most vicious we've ever seen – shotgun blasts send enemies sprawling, and unarmed bad guys run away, leaving you free to ruthlessly shoot them in the back.

FUR AND LOATHING

Fur Fighters has already appeared on Dreamcast and PC, but, to their credit, Bizarre have put in the extra effort to make this version stand out. For a start, the AI's been improved for PS2, so if the bears hit each other with stray shots for, they'll fight amongst themselves. In one poignant scene, it's possible to decapitate the bad guys in a blizzard – their white stuffing spraying upwards while the snow falls around them. Very John Woo.

The graphics have been tweaked – *TVDJ*-style cel-shading's been implemented, greatly adding to the cartoonish atmosphere. The sound's also undergone a complete overhaul – the dialogue's now spoken rather than subtitled. Roofus sounds like Rab C Nesbitt, while Juliette the Cat's got the kind of saucy Gallic lilt you'd normally associate with her namesake Ms Binoche.

FLEASY RIDER

Some sections are completely new, including the Furry Forest level, and the Flea sections – which let you roam about over the Fur Fighters' pelts as a parasite. The existing levels have plenty of extras and, like a vintage episode of The Simpsons, there's a ridiculous amount of background detail. The Quackenheim Museum's full of animal-themed takes on famous artists. Elsewhere, you'll find video shops, discos and arcades full of mini-games and jokes you'll only notice the second time around. Brilliant.

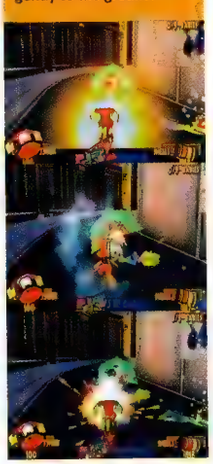
So what's wrong with it? Not much in the one-player game. The control's a bit frustrating at first. You won't find the *TimeSplitters* setup anywhere in the eight configurations, and you'll probably end up opting for the *GoldenEye* system – using the left Analogue to look around, and the symbol buttons to run about. Still, you'll get used to it. The jumps can be a bit fiddly, too – it's not always clear whether you can make it across certain gaps, which makes the platform-based sections a daunting prospect. They don't come along that often, though, so there's really not a lot to mar the enjoyment of a brilliantly inventive and hugely enjoyable game.

Unfortunately, the multi-player's a massive disappointment. Rather than the manic, stuffing-scattering action that you'd expect, the dodgy auto-aiming and sprawling environments hinder really intense competition. The graphics, which work so nicely on a full-sized screen, get a bit cluttered when they're squashed into a quarter of the space. It's a frustrating experience.

Still, if you don't laugh at this, then you need to take a long, hard look at your life. **PSM2**

IMPACT POINT

Dodging the bazooka-wielding peacocks is a traumatising experience – but once you get some hardware of your own, it's payback time. The rocket-launcher obliterates everything in a shower of fluff, leaving just a hat floating gently to the ground.

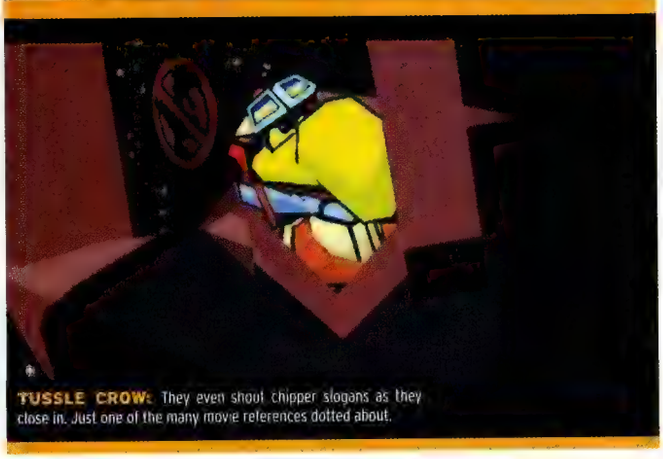


BABY BOOM: These little mites are the cause of all the fuss – find them, strap rockets to them, and send 'em home.

I KNOW KONG FU

In one early section, you need to knock a pylon down to bridge a gap between two towers. In most games, you'd have to trigger an explosion. In this one, you inflate a giant balloon gorilla nearby so that a squadron of fighter planes crash into it. It's this kind of skewed lateral thinking you'll need to solve most of the puzzles.

BALLOONACY: Watching the gorilla inflate's quite an awe-inspiring experiences. Pity the fighter pilots.


TUSSLE CROW: They even shout chipper slogans as they close in. Just one of the many movie references dotted about.

INSIGHT

If you get bored during the loading screens, try swirling the right Analogue stick to spin the bubbly patterns around – or hit any of the symbol buttons to add scratching effects to the music. It's possible to come up with some decent tunes.

FLUFFER'S CHOICE

1 **FUR FIGHTERS**
Inventive puzzles, buckets of violence and lots of lovely, bright colours.

2 **OPERATION WINBACK**
A bit of puzzling, plenty of shooting and a fat character for comedy value. Mostly grey.

3 **X SQUAD**
The same switch-based puzzle repeated ad infinitum, nice gun battles. Mostly dark green...

PSM2 VERDICT

GAMEPLAY
+ Pleasing blend of puzzle-solving, leaping and extreme violence
- The environments can be a bit too sprawling at times

GRAPHICS
+ Bright and clean-cut. Lots of detail in the backgrounds.
- The same viewpoint niggles you'll find in any third-person game.

SOUND
+ The new voices are nothing short of genius
- The music can get a little bit repetitive

LIFESPAN
+ Plenty of stuff to look out for on the second or third play.
- Don't expect the multi-player mode to add much longevity.

OVERALL
Absolutely rammed with stuff to do, humour and significant extras that you won't find on other formats. Why can't more games be like this?

86
LOVEABLE

STROKE OF CLUCK
The chickens dole out helpful playing advice if you get too confused.

OUT UK now

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** From Software
- **PUBLISHER** Empire Interactive
- **GAME TYPE** Platform puzzler
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, MultiTap 2, Memory Card, DualShock 2

DETAILS
- At least 50 levels of bouncy action.
- Ten characters – including eight secret ones.
- 1-4 player Versus mode – up to four players can play on two pads.

KURI KURI MIX

There's a whole side of your brain that rarely gets a look in. It's time to engage it – there're rabbits to save.

REVIEWER: Joel Snape

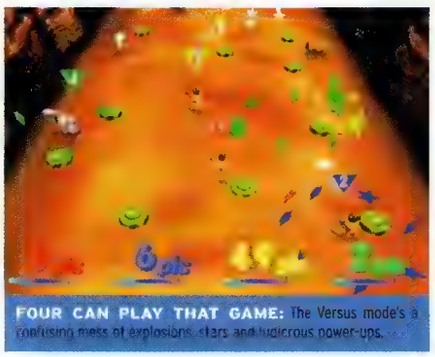
The first time you have a go on *Kuri Kuri Mix*, don't be surprised if your brain just refuses to cope. You're in charge of two rabbits – banjo-strumming Chestnuts and maraca-rattling Cream – and you've got to steer them through 50 levels of vertically-scrolling danger. The problem is, they have to work *together* – one on each Analogue stick – so your thumbs need to be operating completely independently of each other. And if either stays still for too long, they'll be attacked by gargoyles and flying bells. Hear that popping noise? That's your synapses shutting down.

Some sections are standard platform fare – the duo skip happily along, bouncing on bad guys and leaping between platforms in eerie synchronisation. As the game progresses, though, the puzzle element becomes more pronounced. Cream'll come to a chasm, so Chestnuts has to stand on a lever to lower a drawbridge – but if they don't both keep moving, they'll get attacked by time-draining bells and cacti.

The collision detection's not very forgiving, so grabbing levers requires perfect positioning. The viewpoint doesn't help – it's difficult to tell whether bonuses are on the ground or floating in the air, and judging jumps can be maddeningly difficult. But, there's nothing that matches the satisfaction of trouncing half-a-dozen ghosts with Chestnuts while Cream operates an elaborate series of levers. It's this fine balance between infuriated misery and sudden elation that makes the whole experience so compelling.

There *is* a multi-player mode – a bizarre combat game where you batter your opponent to steal points off them – but it doesn't capture the spirit of the main game at all. If you've got a mate to hand, you'd be far better off leaving them to attempt the trickier levels while your post-failure rage abates. Either that, or just give them the pad, leave them to it and revel in their confusion. **PSM2**

Get a friend to open the door and dash to the shops – Kuri Kuri Mix's out now.


FOUR CAN PLAY THAT GAME: The Versus mode's a confusing mess of explosions, stars and ludicrous power-ups.

INSIGHT
- *Kuri Kuri Mix* is the first PS2 game that'll let two people play on the same DualShock 2. Get close to someone you love or use it as an excuse to have strangers sit on your knee.

HIT AND RUN: The bosses are a nice break - Cream distracts them, Chestnuts wallops 'em.

TOOTH-GRINDER'S CHOICE
1. **KURI KURI MIX** It'll enrage you and make you swear – but it'll also make you yelp with joy.
2. **SUPER BUST-A-MOVE** How can something so simple be so difficult? It's even more humiliating in the two-player mode.
3. **AQUA AQUA** The same mix of joy and abject despair as you battle to stop pixies from drowning – but less fun.

PSM2 VERDICT

GAMEPLAY
+ Original, challenging and addictive.
- Absolutely infuriating at times.

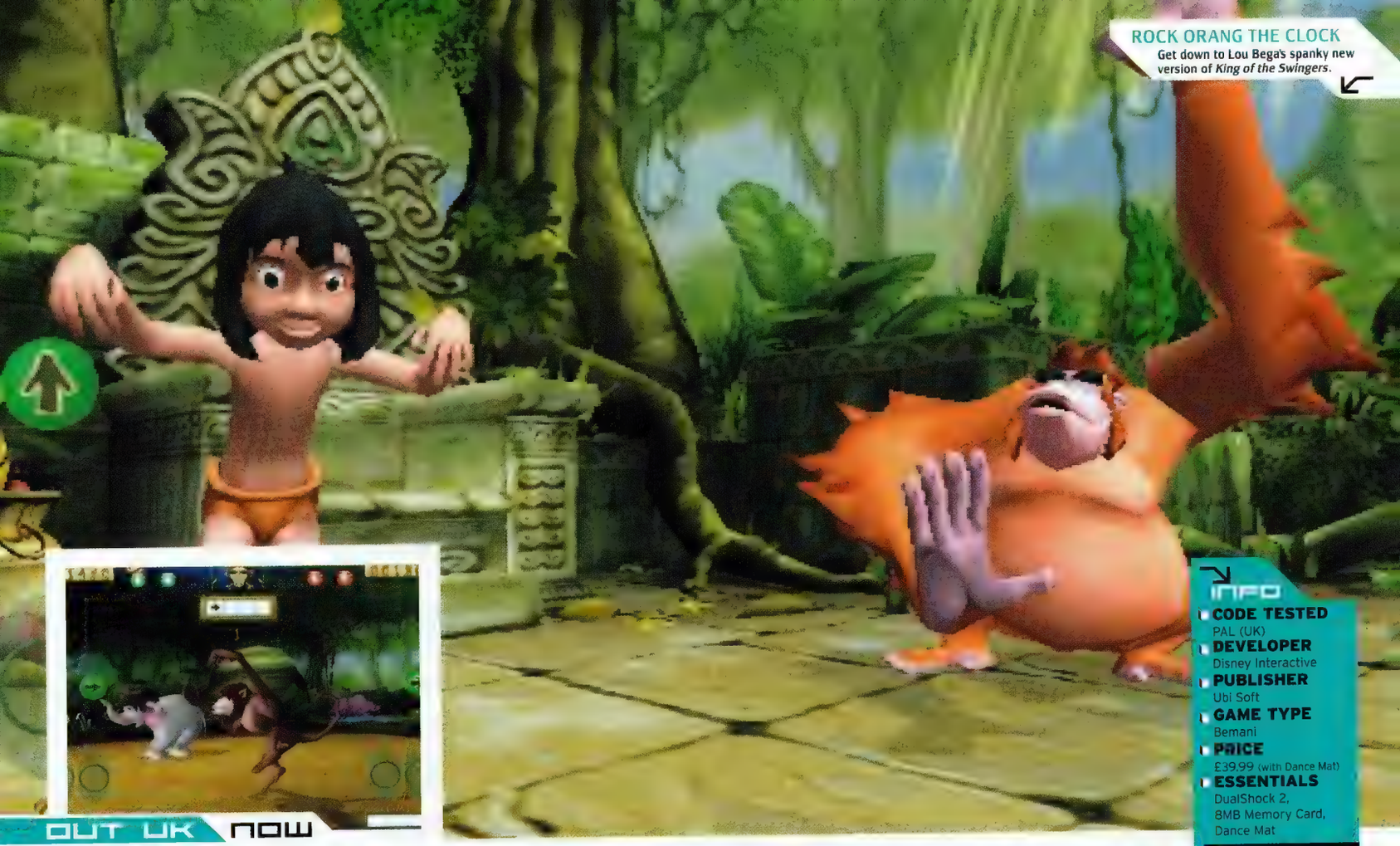
GRAPHICS
+ Cute and bright, with stacks of detail.
- The view makes precise judgement tricky.

SOUND
+ Plenty going on.
- The music gets ear-corkingly annoying.

LIFESPAN
+ 50 levels to master – and getting the top rank'll take even longer.
- The multi-player mode doesn't add much value.

OVERALL
Frustrating, but painfully addictive, *Kuri Kuri Mix* proves that puzzle games don't *have* to involve slotting blocks together.

78
DEMANDING



ROCK ORANG THE CLOCK
Get down to Lou Bega's spanky new version of *King of the Swingers*.

OUT UK now

JUNGLE BOOK GROOVE PARTY

Dance then wherever you shall be, I am the Lord of the dance said, er, Mowgli. Time to 'get down'... **REVIEWER:** Duncan Baizley

Bemani has never really rocketed to the stratospheric proportions in the UK that it's reached in Japan, which probably explains why we've yet to be buried under a *Stepping Selection* or *Dance Dance Revolution* avalanche. And after playing both, you have to give thanks to the Lord of Disco.

Groove Party is essentially the same – four modes in which you can out-stomp the CPU or make a complete berk of yourself in front of loved ones and work colleagues. The difference here is that you know most of the tunes, and who doesn't love those crazy Jungle Book characters? Quite.

The mat has the same basic symbols as your DualShock 2, but you mash them with your feet instead of your thumbs. The deception laid out here is in the suggestion that *Groove Party* is a 'dancing' game. It's not. It's a stamping-out-tiny-fires simulator, and while it's initially fun with two-players only the very young might spend an hour or so annoying the people downstairs on their own.

The on-screen characters and their slick party moves are well animated, but when you see the impressive cut-scenes and return to the action it all feels a bit flat. But, and this is essentially the very point of *Groove Party*, kids probably won't care. If they've got the Jungle Book video, they'll go mad for this game. For how long, is anyone's guess. Just don't be surprised if they demand a micro-scooter two weeks later. **PSM2**

'Treat the kids. Groove Party's out now.

HOT AIR BALOO: The big bear blusters his way through the [illegible] the animations are reasonably smooth.

INSIGHT

Bruce Reitherman, the voice of Mowgli in the 1967 Disney classic, also voiced Christopher Robin in Disney's 1966 Winnie the Pooh and the Honey Tree. Ahhhhh...

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Disney Interactive
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Bemani
- **PRICE** £39.99 (with Dance Mat)
- **ESSENTIALS** DualShock 2, 8MB Memory Card, Dance Mat

DETAILS

- All the Jungle Book favourites in fully rendered 3D.
- Each of the nine dance 'worlds' are based on a major scene from the film.
- Karaoke feature and Lou Bega's *I Wanna Be Like You* music video included. Woo-hoo.
- Go head-to-head in a two-player dance off.

FLATHEAD'S CHOICE

1. **UM JAMMER LAMMY** Not the original, but still the best.
2. **PARRAPA THE RAPPER** Bizarre rapping reflex-em-up, only eclipsed by its sequel – *Un Jammer Lammy*.
3. **JUNGLE BOOK GROOVE PARTY** It looks smart and packs in the familiar, if a little 'dancified', Jungle Book tracks. But you won't keep coming back...

PSM2 VERDICT

GAMEPLAY
+ Simple enough for very young gamers to grasp
- Merely pressing buttons isn't everyone's idea of fun.

GRAPHICS
+ Great FMV sequences half-inched from the film.
- The in-game imagery looks a little drab in comparison.

SOUND
+ All the Jungle Book hits and more.
- They've meddled with the classics and recorded some 'new' tunes.

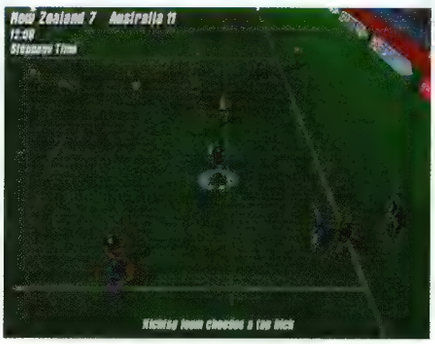
LIFESPAN
+ Younger kids will undoubtedly get the most out of this.
- Even for them the novelty will soon wear off.

OVERALL
Does it's thing reasonably well on most counts, unfortunately the one it fails on is the 'grooving' itself.

50

CHILD FRIENDLY

DRIVING FORCE: Winning rucks and mauls usually comes down to the size of each team's props.



OUT UK JUNE 15

EA SPORTS RUGBY

Stealing a line from the ever popular, and always hilarious, car sticker – this one's for blokes with funny-shaped balls... **REVIEWER:** Richard Jones

INFO

- **CODE TESTED** PAL PS2
- **DEVELOPER** EA Sports
- **PUBLISHER** EA
- **GAME TYPE** Rugby sim
- **PRICE** £39.99
- **ESSENTIALS** Dual Shock 2, 8MB Memory Card

PlayStation 2

PASS AND SMOOTH: The carefree nature of the games running and kicking plays are beautifully animated.

DETAILS

- Includes over 600 players who can participate in the World Championship.
- Play at 23 stadiums from all over the world.
- Fully licensed by the RFU, ARU, NZRU, SARFU, FFR, Bledisloe Cup and Tri-Nations.
- Play-by-play commentary from Bill McLaren and Jamie Salmon.

Historically, the noble art of rugby union football has never been a popular choice with sports-hungry development teams. Whether this rugger drought has been due to the difficulties of translating the rough and tumble of the pitch into playable videogame content, or simply down to the nature of that content itself – scenes of rucking flankers... ahem, going down on their opposing hookers – being deemed too explicit for gamer's blushing sensibilities, we just don't know. Whatever the reason, it doesn't matter any more, as someone's finally managed to produce a slick, playable and suitably violent rugby title. And, as luck would have it, it's on PS2.

After the lukewarm reception of their *Rugby 2001* on PC, EA seem to have got their act together for this PS2 outing. There's admittedly some common ground between these two titles, but ours is a game we can definitely call our own and much more than a simple... er, conversion.

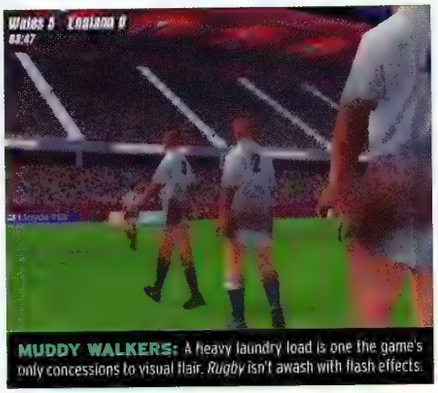
TAKE ME TO THE REACH: The game's lineouts, more often than not, are a random and clumsy affair.

RAKING UP IS HARD TO DO: It's tricky, but you can sometimes turn the play around by raking the ball from a ruck.

IMPACT POINT

Successfully converting kicks is an incredibly tricky – but ultimately rewarding – part of the game. The spinning ball reacts far more to the wind's strength and direction than in most other sports sims. It'll take time to nail it, but the result is precious points in the bag and smug satisfaction.

SOUND AS A PUNT
The dead-eye boot of Neil Jenkins racks up the points yet again.



MUDDY WALKERS: A heavy laundry load is one the game's only concessions to visual flair. *Rugby* isn't awash with flash effects.

PHOTO FINISH: Dylan Thomas-like poetry in motion, the Welsh edge ahead with a devastating passing move. Beautiful.

From the minute the whistle blows, you're pitched straight into a fast-paced running, passing and kicking game. In open play, providing you have possession that is, you can pass straight down the line, perform sneaky dummies or hoof the ball forward. Kick-wise, you have three techniques in your arsenal – a grubber that scuffs the ball along the ground, an up-and-under that sends the ball high into the air allowing the forwards to get underneath, and a drop kick which allows you to punt the ball forward or nab drop goal points. This open style of play's beautifully fluid and translates the pace of attacking rugby admirably. Things don't run quite so smoothly, however, when play breaks down, resulting in rucks and mauls. Controlling these situations is a tricky affair – pushing ↑ on your DualShock 2 drives your players forward and ↓ digs them in. You've limited energy in each direction though, so in theory this can result in a frustratingly tactical struggle. But, as in the real thing, however skilfully you attempt to control the play, it almost always comes down to the size of your forwards. A big meat-head always beats a small meat-head... in rugby circles at least.

INSIGHT

The English rugby team's largest ever win was against the Netherlands in 1998, the score was 110-0. Strangely, their biggest ever defeat was also in the same year, against Australia – losing 0-76.

SCRUMS UP WELL

Sadly, like a cauliflower-eared prop forward, the visuals are workman-like and lacking in flair. True, the game camera spins effortlessly around the plays and zooms in and out as necessary, while the frame-rate barely misses a beat. But such impressive aerobatic displays come at a price, and here it's the game textures that suffer. To call the player models flat and lifeless is an insult to the flat and lifeless. Apart from your players' kits getting dirtier as each match progresses, virtually every other detail seems to have been chucked straight out the window. The same complaint can be made of the pitch itself, which, apart from mowing stripes and the odd brown stain, looks bleakly detail free.

Whether egg-shaped balls turn you on or not, almost every sports fan is bound to enjoy getting stuck into this. In spite of a few visual faults, *EA Sports Rugby* still manages to provide a free-flowing game that rewards plays of pace, aggression and skill. You can't quite score tries of the same calibre as Gareth Edwards' for the Barbarians against the All Blacks circa 1973, but you could definitely be on the same team. **PSM2**

You can tackle EA Sports Rugby *on June 15th*

"LIKE A CAULIFLOWER-EARED PROP FORWARD, THE VISUALS ARE WORKMAN-LIKE AND LACKING IN FLAIR"

JOCK STRAPPING LADS: Player celebrations are nothing to write home about, not with the kind of weight these boys carry.

RUCKER'S CHOICE

1 **EA SPORTS RUGBY**
Even rugby dissenters will get some enjoyment from a thrash on this. Great in two-player.

2 **JONAH LOMU RUGBY**
Despite a lack of PSone opposition, the big man still plays a decent game

3 **GREAT RUGBY '98**
This Japanese import never saw a western release. Probably for good reason...

PSM2 VERDICT

GAMEPLAY
+ Plays an exceptionally fluid passing and kicking game.
- Set plays aren't as well worked as they should be.

GRAPHICS
+ Smooth camera action as the viewpoint flits round the play.
- Bland player textures and backgrounds could do with spicing-up.

SOUND
+ Decent enough play-by-play commentary and solid effects.
- Commentaries do become a little repetitive.

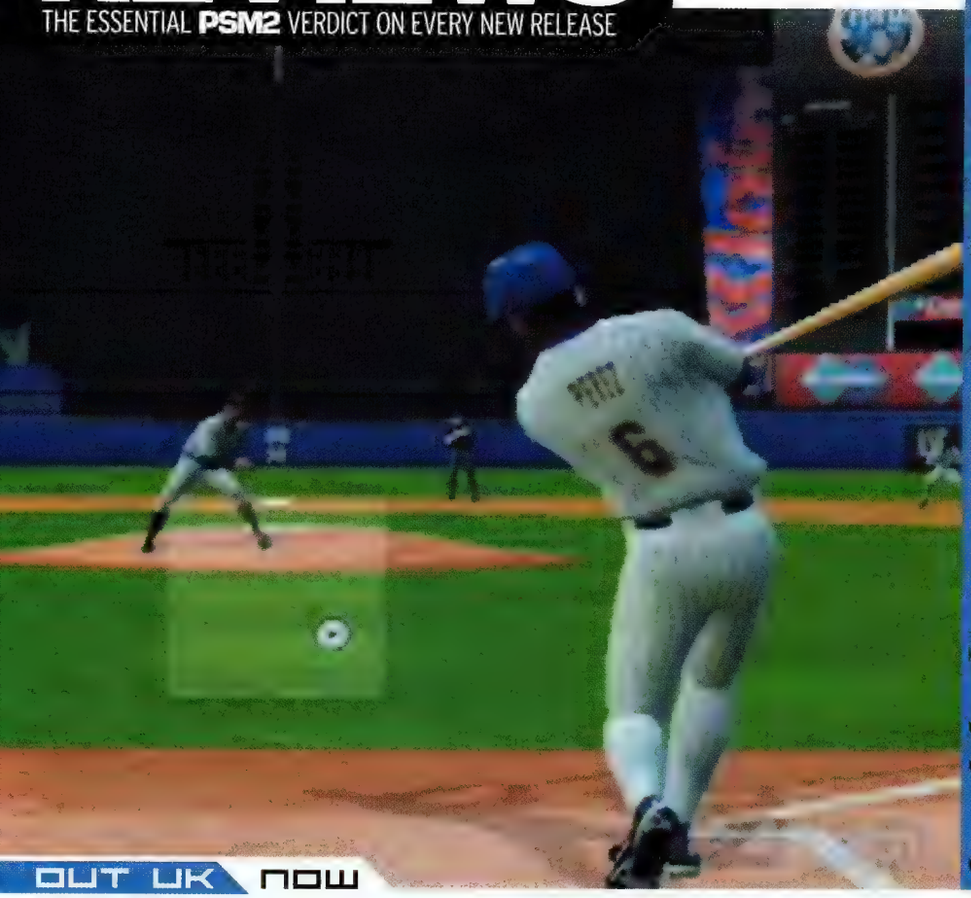
LIFESPAN
+ Slick gameplay and competitions will keep you coming back.
- Suffers from a definite lack of team and roster options.

OVERALL
Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby. Definitely worth a, *ahem*... try.

80

BIG LAD

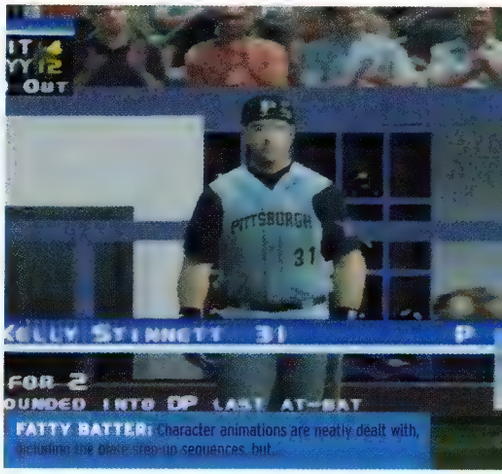
JEWEL IN THE CROWN: Where else can you visit lovely, but drizzly, Wrexham in a computer game?



OUT UK NOW

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Acclaim Studios Austin
- **PUBLISHER** Acclaim
- **GAME TYPE** Sports sim
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, Memory Card, DualShock 2, MutiTap 2

DETAILS
- Seven different fully customisable modes of play including All-Star, Season and Series.
- 30 Major League teams and over 700 players.
- Interchangeable team rosters letting you select your own dream team from any players in the game.
- Create-a-player option.



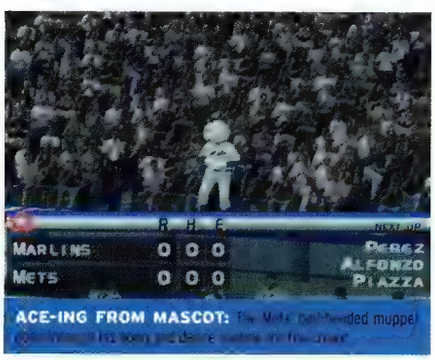
ALL-STAR BASEBALL 2002

2002? Hell's teeth, Acclaim – can't we finish this year first? Baseball isn't to everyone's taste, but at least *All-Star* does it justice. If you care...

REVIEWER: Richard Owen

Not content with merely trying to control the world's economic infrastructure, wreck the environment and opening a McDonald's within flobbing distance of every person on the planet, America also seems to be hatching a nefarious plot to make everyone play their dodgy sports.

Phase one of this scandalous plan seems to be inundating our green and pleasant PAL PS2 with all manner of yawnsome, drawn out, protracted American 'sports' games. Fortunately the upshot of this means that we get more games to play, some of which, like *Madden*, are pretty darned good. On the downside though we start using words like darned. Bugger. The arch overlords of such schemes have traditionally been EA, but nowadays virtually every software house seems to have Uncle Sam as their imperialist pay-master.



STRIKE ONE...

Acclaim's *All Star Baseball 2002* is their first sports foray on the PS2. While this title maybe new to many, it's in fact the latest in a long running series – with previous incarnations appearing on PlayStation, Saturn and, most successfully, N64.

For those about as familiar with hardball as your average American Joe is with terms like googly or silly mid-off, getting started in *All-Star* is a bewildering affair – this is a seriously realistic sim. Fortunately, game options hold the novice's hand through virtually every aspect of team control. Beginners need only swing their bat or choose a pitch when starting out, gradually taking control of the field and making changes in the bullpen as they grow familiar with the game.

STRIKE TWO...

Visually the game's very hit and miss – while shots showing the action plate-side are well rendered and supremely detailed, long shots showing fielding and running are, by contrast, flat and bland. As well as looking poor, such shots are also home to a smattering of graphical glitches. On occasion, fielders seem unable to locate the ball, while at other times they'll stand directly under a catch, but forget to get hold of the ball.

Despite a few niggling problems there's little doubt that *All-Star* plays a competent, realistic game of hardball. There're enough real team rosters and varied game modes to keep baseball fanatics going for months. But therein lies the problem – while baseball's huge in Japan and the States, it's made minimal inroads over here. *All-Star* may be exciting for fans of the sport, the rest of us though are unlikely to find much in this slow, measured title that translates into a half-decent videogame. As a result, players will be forced to persevere to wring any enjoyment from it, and at 40 quid why should you bother. **PSM2**

All-Star Baseball 2002 is on first base now. Get it in, if you can be arsed about baseball...

INSIGHT

After Babe Ruth was diagnosed with throat cancer, April 27, 1947, was declared 'Babe Ruth Day' at every baseball park in the USA and Japan. Although too frail to put on a uniform, he made an appearance at Yankee Stadium.

BABE RUTH'S CHOICE

1. **ALL-STAR BASEBALL 2002** This first UK released baseball sim is going take some beating, for purists at least.
2. **BRIAN LARA CRICKET** OK, it's not baseball, and it's on PSone, but you hit balls with bits of wood...
3. **JIKKYOU POWERFUL PRO BASEBALL 7** Comedy big heads comedy gameplay. Fortunately, only available in Japan.

PSM2 VERDICT

GAMEPLAY
+ Plays a solid game of baseball just like the real thing.
- Camera view can cause occasional problems when fielding.

GRAPHICS
+ Some great touches of visual flair and nice attention to detail
- Dodgy graphical errors interfere with the gameplay

SOUND
+ Meaty sound effects and a reasonable play-by-play analysis.
- The commentary is tediously dull at times, it has to be said.

LIFESPAN
+ A challenging single-player and decent multi-player.
- Do you really want to spend hours swotting up on baseball?

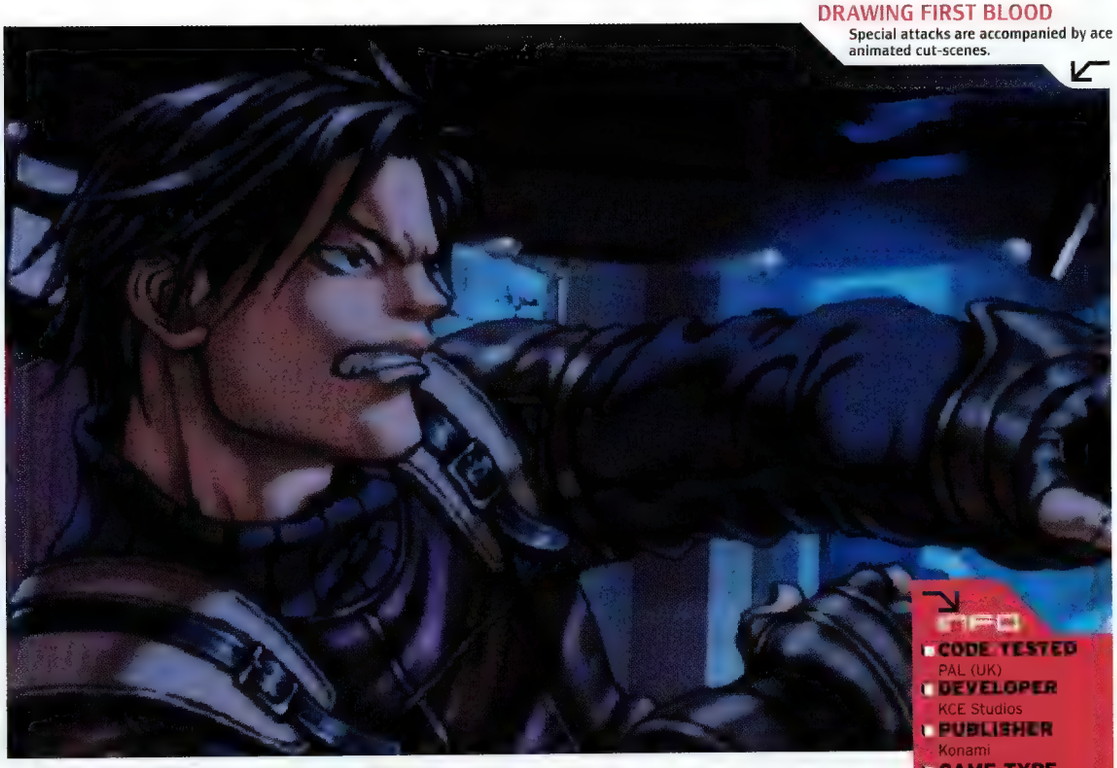
OVERALL
A quality two-player game of baseball, but good luck finding anyone else who understands the rules, or cares.

72

YOU'RE OUT...

TIME TO KILL Aiming your main weapon for longer gives you greater accuracy but leaves you open to attack.

OUT UK now



DRAWING FIRST BLOOD
Special attacks are accompanied by ace animated cut-scenes.

RING OF RED

Colossal robots are big in Japan. But here's a new one – colossal robots powered by Citroën 2CV engines. Confused? Welcome to the steam-driven alternative history of the world...

REVIEWER: Nick Jones

The scenario in *Ring of Red* is one of the more original mech plots we've encountered. At the end of WW2, in Konami's alternative history, Japan surrendered to the Allies and the country was divided up between the Soviets and the West – splitting the country in half into a Communist North and a Democratic South. This division eventually led to a war that would ultimately lead to the winners controlling the system of government.

You play a mech pilot in the Democratic Army whose eventual goal is to overcome the Communist forces. Your path to glory leads you through a series of set missions during which you're presented with an overall map allowing you to deploy units, occupy cities and recruit soldiers to your cause. It's only when you come head-to-head with the enemy that the action cuts to the frantic battle screen.

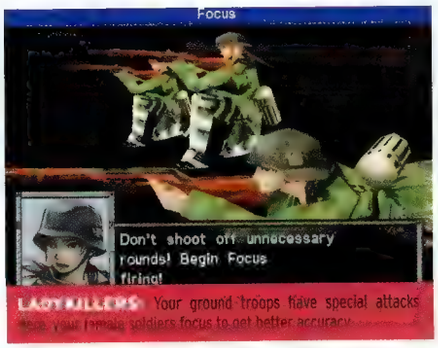
The actual control of your lumbering weapon is limited to walking forwards or backwards – this is no *Armored Core 2*, the fighting relies on more subtle and strategic elements. The conflicts are turn-based, like the battles in the *Final Fantasy* series. You're given a certain amount of time, depending on which mech you're piloting, to charge your weapon and fire. The longer you aim, the greater the shot's accuracy, but be warned – hang around too long for the perfect shot and your opponent'll send a shell down your iron-clad trousers. Ground troops can also be deployed during a turn, and they'll snipe, fire rockets or chuck grenades as your mech recharges for another barrage.

The battles are impressively rendered – mechs are well animated and the screen lights up with tracer fire, explosions and the blood-spurting fate of unfortunate ground troops. Trust us, for a strategy game, this is about as exciting as it gets.

After a slow start, *Ring of Red* reveals itself to be a game of surprising depth and fun. As a war game, it's imaginative, inventive and engrossing, but, like most turn-based strategy titles, the repetitive nature of the action might well discourage the curious from dipping into the strategic complexities and well-structured narrative. But if you felt *Kessen* was a bit, well... *pointy*, then militarists will find *Ring of Red* a blast. PSM2

You can strike a blow for democracy with Ring of Red *now.*

"THE SCREEN LIGHTS UP WITH TRACER FIRE, EXPLOSIONS AND THE BLOOD-SPURTING FATE OF UNFORTUNATE GROUND TROOPS"



LADY KILLERS Your ground troops have special attacks when your female soldiers focus to get better accuracy.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** KCE Studios
- **PUBLISHER** Konami
- **GAME TYPE** Mech Strategy
- **PRICE** £44.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- There're a variety of mechs to control, some more suited to close combat than others.
- The game is story driven so it's not just a simple matter of moving from battle to battle.
- Open countryside and urban locations which affect the outcome of battles.

INSIGHT

This is the second PS2 game from KCE Studios, their last game being *Silent Scope*. They're best known in Japan for their *Muscle* series of cute sports games. Not that they'll ever be released here.

KASPAROV'S CHOICE

1. **KESSEN** A complex slice of real-time strategy set in feudal 16th century Japan.
2. **RING OF RED** Accessible, enjoyable and ultimately a lot of fun. The superior mech warmonger on PS2.
3. **ROBOT WARLORDS** Derivative and plodding. Basically *Front Mission 3* minus any of the fun or style.

PSM2 VERDICT

GAMEPLAY
+ Lots of strong narrative-driven strategy to get your teeth into.
- Takes a while to get going

GRAPHICS
+ Excellent mech animation and battle scenes.
- Mechs could look better.

SOUND
+ Suitably military soundtrack.
- Poorly handled dialogue sections -- no voices for the characters.

LIFESPAN
+ It's tough, so it should last a while.
- Can't play from the other side's point of view.

OVERALL
Lush battles, loads of strategy – like chess but with huge robots. If you're excited by idea of turn-based scraps then you'll adore this.

74

WELL RED

ARSE FROM THE PAST
You'll recognise these spooks from the original, but now they're in lavish 3D.

OUT UK NOW

GAUNTLET: DARK LEGACY

Sixty levels? One hundred and seventeen enemies? *Dark Legacy's* a near-perfect arcade port. Is that a good thing?

REVIEWED BY: Marcus Hawkins

The world has come a long way since the mid-'80s. Astronauts now take tourists into space, autonomous robot fish swim in Japanese laboratories and we're all being led to wonderful new lands by our friend PS2. Why on earth, then, in such a technologically endowed age is anyone still releasing dull, tired, arcade throwbacks like *Gauntlet: Dark Legacy*?

Gauntlet made a massive arcade impact when it first touched down over a decade and a half ago. Hordes of us were constantly encamped around the many joysticks of its overendowed cabinets, desperate to shove our hard-earned coins into its womanly slots. This four-player fervour didn't last long though, as even by the release of its second instalment, *Gauntlet's* popularity was definitely on the way out.

Such trivial matters haven't dampened Midway's enthusiasm for their old work horse one bit though, as just about every gaming platform released since has played host to an incarnation of this multi-player death fest.

A pretty faithful conversion of the arcade *Dark Legacy* (a sequel to *Gauntlet Legends*), the

INFO

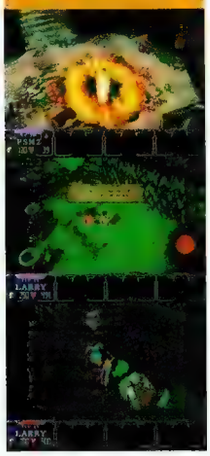
- **CODE TESTED** NTSC (USA)
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** Arcade/Slash-em-up
- **PRICE** £39.99
- **ESSENTIALS** Dual Shock 2, 8MB Memory Card, MultiTap 2, 1-4 Players

DETAILS

- Take your pick from the eight characters from the arcade, plus another eight console-specific ones too.
- Bludgeon your way through 60 levels set over 11 worlds.
- Increase your character's skills with experience points and special items.

IMPACT POINT

Comedy attacks in a Mask style, try to lift the game up to the dizzy heights of mediocrity. As expected, they always fall flat.



ROCK ON: A cast of characters you'd usually find gracing the tattooed forearm of an ageing metaller.

recipe for this latest PS2 version is the same as every other – team up with your mates to destroy the zombie/maggot/orc/dragon/wraith hordes, but make sure you're the first one to nab the potion/food/weaponry.

It's always seemed strange that the only changes made to *Gauntlet* over the years have been purely cosmetic, Midway's coding commandos seeming to have a zealot-like faith that this once winning formula will rise again.

The dungeons themselves have hardly changed since day one either. OK, they're *just about* in 3D and have become larger and a bit more torturous, but aside from that, there's really nothing new of note. It's the same tried and repetitively tested mix of chests, traps, locked doors and monster generators. You know exactly what to expect when you crank up *Dark Legacy*.

NEW SENSATION

Admittedly, in some vague superficial way, the game has become *slightly* more complex – the levels now revolving around a central hub, with new areas being unlocked as you collect gems. Another 'innovation' has been the introduction of bosses for each of the 11 worlds. Nothing revolutionary, admittedly, but these are supremely challenging adversaries, flicking an endless stream of fireballs in your direction until you've administered the proper battering it deserves. It's still a case of you throwing things at them, while they throw things at you though. Ah, well.

Veterans (that's anyone over the age of 25) will no doubt recognise some of the game's playable characters from the onset. All eight characters from the *Dark Legacy* arcade cabinet are in here (including the new Jester, Dwarf, Sorceress and Knight), as well as alternative ones. But they all look like they've been drawn by a trainee tattooist with the jitters. At least the terrible visuals provide some light relief. The yellow-clad dwarf looking something like a cross between Jimmy Cranky and Mr T, while the red knight resembles a heavy metal Father Christmas.

MAP'S ENTERTAINMENT: There're 11 worlds (eight basic, three hidden), each with several levels plus a final boss to fight.

BARREL OF LAUGHS

This being a crusty retro game, you'll find plenty of chests, crates and barrels just crying out for a smashing to reveal the handy items within. Barrels come in three flavours: regular, and the new explosive red and toxic gas green ones.

SMASH TV: Reflecting real life, the women (and we use that term loosely) in *Gauntlet* love to break barrels! Love 'em...

There might be a small part, deep inside yourself that still holds fond memories for the original *Gauntlet*. Please though, for the sake of your mind and your wallet, don't splash out on *Dark Legacy*. Even with a squad of mates jammed around the cabinet, it was dull and technically shabby in the arcades, and, despite the subtle tweaks and enhancements, the home version doesn't fair well. So very brown... **PSM2**

INSIGHT

Apparently California's "hottest gay leather venue", according to their web site, is the frighteningly named Gauntlet 2 Bar on Santa Monica Boulevard, Los Angeles. Yikes!

MINI ME MR T: The diminutive gold-encrusted hard man gets jiggy on some fools, sorry *ghouls*. And he ain't gettin' in no plane.

DUNGEON MASTER'S CHOICE

1. **DYNASTY WARRIORS 2**
   For when you have to take down absolutely *everybody* in the room.
2. **GAUNTLET: DARK LEGACY**
   Why, God? Why? The legacy lives on. We wish it hadn't.
3. **WARRIORS OF MIGHT AND MAGIC**
   Even worse than *Gauntlet*.

PSM2 VERDICT

GAMEPLAY
+ Arcade-perfect *Dark Legacy* in the comfort of your living room.
- Like Alice Deejay, it's just too frikkin' repetitive.

GRAPHICS
+ Some great magic effects and meaty explosions.
- You'd be forgiven for thinking this was PSone.

SOUND
+ Suitably gloomy Gothic soundtrack and effects.
- Moronic disembodied voice constantly harasses you

LIFESPAN
+ Tonnes of levels to explore and secrets to unlock.
- You won't want to play this more than once.

OVERALL
As always, it's best to get your friends round to hack the most from the new *Gauntlet*, but you'll all suffer together.

32
RUSTY

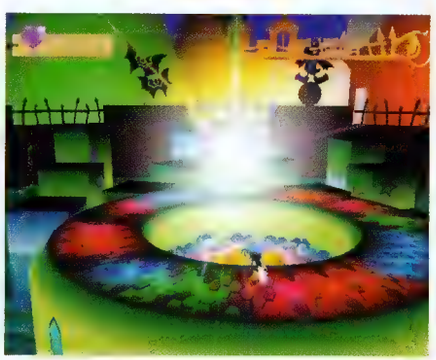
YO, BEACH! The first level's set by the sea. But it ain't no Malibu beach. It's all a bit grim, with dark, brooding skies, gushing rain and pulverising waves.

OUT UK OCTOBER JAPAN NOW

KLONOA 2: LUNATEA'S VEIL

We've seen this kind of spring-healed madness a hundred times before and yet *Klonoa 2* still makes for a gulp of cartoon freshness in a world of first-person gore and gloom.

REVIEWER: Jonathan Bryant



INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Namco
- **PUBLISHER** Namco
- **GAME TYPE** Platformer
- **PRICE** ¥6,800
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

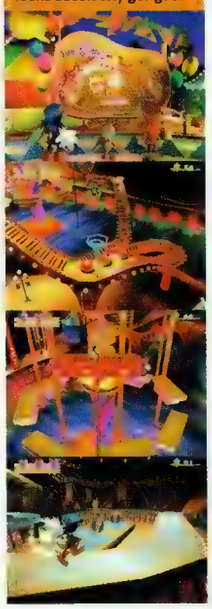
DETAILS

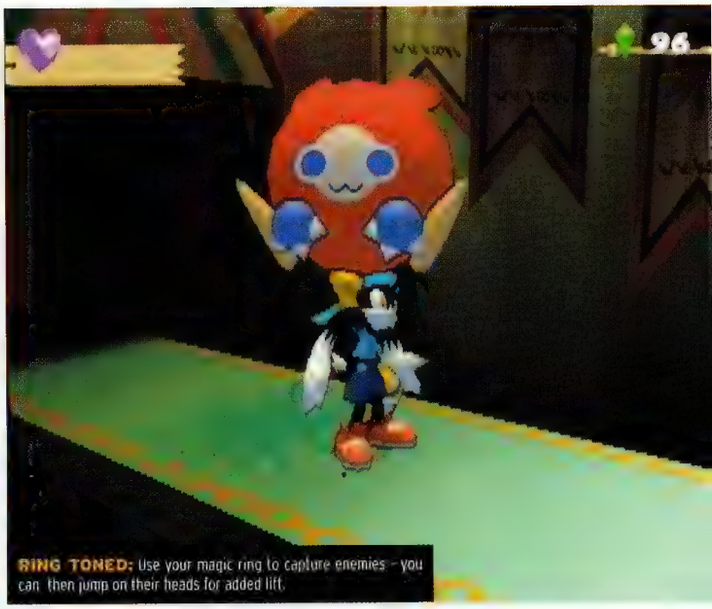
- 24 hop-happy levels stretching across lands of ice, wind and water, as well as taking in the obligatory fun fair.
- The ability to use the creatures you 'capture' for a boost to inaccessible levels.
- The welcome inclusion of forced chase scenes – like those previously seen in *Crash Bandicoot* – that allow you to skim through gorgeously rendered 3D environments while riding birds and surfboards.

PINK MAPPY: Navigating the world of Lunatea's Veil is a simple matter of selecting different levels off the map.

IMPACT POINT

At one point Klonoa gets to visit a local fun fair where plenty of ride-based challenges lie waiting to turn him into a waltzer fatality. Carousels, roller-coasters and a tour of the circus all add to the candy floss atmosphere. It's not the first time we've seen this in a game, but it looks absolutely goi-gous.





RING TONED: Use your magic ring to capture enemies – you can then jump on their heads for added lift.

HEY GIRLFRIEND: Lolo the shrine maiden, and her assistant Popka, accompany you on your travels.

Hack, slash. Wading knee-deep in gore, your galoshes squirting claret with each step. There comes a time in every gamer's life when the visceral thrills wear thin and you find yourself craving something less dangerous, something – dare we say it – *nice*.

Klonoa 2 is just the antidote. Cuter than a cartoon kitten and more approachable than a pelican crossing in a world without traffic. Yet behind this lightly frosted exterior beats the resolute heart of an old-skool 2D platformer.

MOULD WHINE

It's all about getting your floppy-eared character from one side of the scrolling screen to the other while dodging a host of obstacles and nasties in order to collect as many gems as you can. So, yes, you could see it as a derivative title that'll have you thinking about *Crash*, *Pandemonium* and even *Sonic Adventure* while you play, but it's been put together with such consummate skill that you quickly forgive it for not breaking the mould.

The animations, for example, are cel-shaded in the style of *Fur Fighters* and create an eye- and bubble-encased hearts. Where the game does leave already charted territory is in its skilful use of puzzles, plus the inclusion of the occasionally surprising multiple route.

Although the second of these elements ultimately results in little more than a choice between a direct or more roundabout approach, the puzzle factor is where *Klonoa 2* really pays off. Unlike your average platformer, you'll find yourself completely stumped on more than one occasion, as the challenges here are finger-twistingly hard. Bosses require more brain than brawn to defeat while the colour co-ordinated and gem lock puzzles will require some internal rewiring before completion.

So, it looks beautiful, contains some taxing moments but, ultimately, doesn't really make use of the 3D elements. Sure, the forced chases into the screen do add another, much needed, dimension to the experience but this will still be a little too 'on the rails' for some. Which leads us to our final point of concern: longevity.

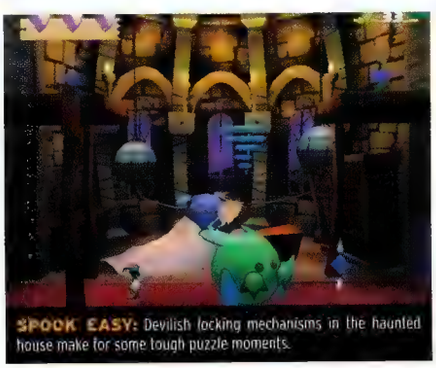
With this non-stop linear progression, a shortfall in the multiple routes, and only the lure of bonus items to call you back, there's not a great deal of replay value. And, with an in-game time of around 15-20 hours before completion, you should think twice before forking out £60 for the import.

As a 2D platformer this is the best (if only) title of its kind on PS2, but in a world of 3D ingenuity and the promise of *Project Y* in the near future, this may well find itself falling in line with the poor sales of the original. **PSM2**

"UNLIKE YOUR AVERAGE PLATFORMER, YOU'LL FIND YOURSELF COMPLETELY STUMPED ON MORE THAN ONE OCCASION, AS THE CHALLENGES HERE ARE FINGER-TWISTINGLY HARD"

blitzing selection of characters and enemies to cuddle up to. Backgrounds are also impressive with waterfalls, vast statues and 'living' towns all adding to the bold and bright cartoon world. And then there's the added attraction of the controlled gameplay seamlessly dropping away to offer yet another well rendered cut-scene that pushes the plot forward. All elements of visual beauty and good direction but, again, nothing revolutionary.

Gameplay wise, *Klonoa 2* certainly does mix things up considerably more than its linear predecessor, while at the same time holding onto the stuff that made the first title so enjoyable. Assisted jumps using captured enemies, bounce tiles and lifting updraughts of air all return, as do alarm clock save points



SPOOK EASY: Devilish locking mechanisms in the haunted house make for some tough puzzle moments.

INSIGHT

The voices of the various characters in the game have been created by an all female team at Namco central. If you want to find out who did who then head over to the official site at *http://www.namco.co.jp/home/cs/ps2/klonoa 2/index.html* and see the ladies in question. We like the one in the pink. She did Lolo, bless her lovely face.

Despite a good look for a 'dear God, please make it all legible' option there's none to be found in *Klonoa 2*'s menus. If you want to get your head around the plot you'd best wait for the PAL conversion.

ZEBEDEE'S CHOICE

1 **KLONOA 2**
Linear and restrictive, but still an exquisite portion of platforming beauty.

2 **RAYMAN REVOLUTION**
Just enough challenges to keep you plugging away.

3 **DONALD DUCK: QUACK ATTACK**
Uninventive dross that insults the intelligence of its, admittedly young, target audience.

PSM2 VERDICT

GAMEPLAY
+ Faultless platforming that'll overdrive your hand-eye coordination.
- May well be too linear for advocates of 3D exploration.

GRAPHICS
+ Bold, bright and bouncy. Visuals have never been so fun.
- The world teases you with places you just can't get to.

SOUND
+ Fancy-free and jingly soundtrack that oozes cuteness.
- Sickly sweet voice-overs that'll make your teeth rot in your head.

LIFESPAN
+ Around 20 hours, with more on offer for bonus item completists.
- No real replay value once you've clocked it.

OVERALL
Visually beautiful with well machined gameplay, *Klonoa 2* still stands on the shoulders of giants rather than breaking the mould.

73

UPLIFTING

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

BOOT CAMP: Ben Stiller fails to heed Bob De Niro's advice to 'cage the snake'.

OUT UK TBC

MEET THE PARENTS

Robert De Niro and Ben Stiller take the horror of prospective in-laws to its barbed, but pant-cackingly funny, conclusion.

REVIEWER: Duncan Baizley

STARRING ..... Robert De Niro, Ben Stiller, Teri Polo, Blythe Danner, Nicole DeHuff, Jon Abrahams
DIRECTOR ..... Jay Roach
CERTIFICATE 12
PRICE £19.99

You can choose your friends, but when it comes to family – even in-laws – you're stuffed. Jay Roach's previous two films were the less than subtle Austin Powers libido-powered spy-spoofs, and anyone expecting Meet The Parents to be a delightful comedy of manners, romantic misunderstandings and heart-felt musings on the subtleties of coming to terms with a family of strangers will be gutted. Thank the Lord.

Male nurse, Gaylord 'Greg' Focker (Ben Stiller), has found the girl he wants to spend the rest of his natural with, Pam Martha Byrnes (Teri Polo). Halfway through an elaborate proposal, assisted by Pam's orthographically-challenged kindergarten class, he's stopped in his tracks by the news that Pam's sister is about to marry – but only after her intended went through the noble ritual of asking their father Jack Byrnes (De Niro) for her hand.

Greg takes the opportunity of Pam's sister's wedding to make the same gesture, where, with the inevitability of Christmas, his all-consuming need to please his prospective in-laws disintegrates into a series of blundering incidents that spiral into a social armageddon of faith-shattering proportions.

DE NIRO DARK

Although holding the set-pieces together with a performance that comes over as a solid reality check of his suitor-under-fire in Something About Mary, Stiller spends most of his screen time under the rampant shadow of the deeply suspicious De Niro. A seemingly middle-of-the-road bloom and plant specialist, he begins to twitch and start as it becomes clear that he's not all he seems – his conservative small town American is quickly heaved out to reveal a retired CIA interrogator with a natural ability to divine untruths like hidden wells. Add a classic lost baggage set-up for Stiller, a toilet seat-trained cat, and a reluctance to release his old way of life, let alone his daughter, and De Niro stomps over the screen with the kind of brutally absurd comic timing that his hammy mobster in Analyse This didn't quite achieve.

With solid performances from Blythe Danner as Jack's mousy but sensible wife and Owen Wilson as Pam's messianic ex-boyfriend, Roach creates a wall of family ultra-normality that gradually becomes increasingly impenetrable to the buttock-clenchingly embarrassing Focker as he holds on to his slippery dream of marriage at all costs.

But, despite the gags and cringe-inducing disasters, Roach's characters leave you cold. Greg's desperation, Pam's rosy ignorance and the Byrne's Stepford-esque nuclear unit fail, on every count, to emotionally engage. Still, it doesn't stop Meet The Parents being sickeningly funny. **PSM2**

INSIGHT

- Meet The Parent's scriptwriter, Greg Glienna, made a film version of his story in 1992. A decidedly low-budget production, Glienna played the male lead himself.
- Ben Stiller directed Jim Carrey in the underrated black comedy The Cable Guy.
- Bob De Niro was known around his Little Italy neighbourhood in New York as 'Bobby Milk' because of his pallor.

BERNARD MANNING'S CHOICE

1 **MEET THE PARENTS**
A comedy car-crash that sacrifices loveable characters for its own hilarious ends.
2 **VERY BAD THINGS**
Black, bleak and very, very funny.
3 **SOMETHING ABOUT MARY**
Ben Stiller in another girl/boy nightmare.

PSM2 VERDICT

EXTRAS
Commentaries with Robert De Niro, Ben Stiller and Jay Loach ☐ Deleted scenes ☐ Out-takes ☐ Production notes ☐ Theatrical trailer ☐ Interactive lie detector test ☐ Interactive in-law compatibility test

OVERALL
De Niro's performance almost erases the memory of Rocky and Bulwinkle, but this is hilarious, embarrassing and cold all at once.

85

RELATIVELY FUNNY

OUT UK NOW

STIR OF ECHOES

One minute the dead are invisible, the next everyone's seeing 'em. Kids, eh? **REVIEWER:** Duncan Baizley

STARRING Kevin Bacon, Kathryn Erbe, Illeana Douglas, Zachary David Cope, Kevin Dunn, Conor O'Connor
DIRECTOR David Koepp
CERTIFICATE 15
PRICE £19.99

Of all the things to do at a party when you've had a few, movies never learn that meddling in dark unforeseen forces that don't concern you is a definite no-no. Having a doe-eyed tot that whispers to himself is also a bit of a pointer, and if that isn't enough, if you're a blue-collared schmo *never* moan that your life's too ordinary. Because just as it gets interesting, it'll always become proportionally more dangerous.

David Koepp's a screenwriter with some impressive title's to his credit – Carlito's Way, both Jurassic Park behemoths and Sam Raimi's forthcoming Spider-Man to name a few. So it's not surprising that Stir Of Echoes should be a visually-competent, if derivative, directorial effort.

REPEAT TO FADE

Kevin Bacon plays Tom Witzky, a telephone engineer with rock star fantasies still living in the Chicago suburb where he was born, with his wife (Kathryn Erbe) and young son Jake (Zachary David Cope). Discovering he's about to become a father again, and lose any hope of making it with his band – who get mentioned once, you never see, and suspect he made up – Tom goes to a neighbourhood party only to end up being hypnotised by his loopy new-age sister-in-law (Illeana Douglas). Needless to say, in the aftermath, Tom begins to suffer horrific flashes of insight from the past and present, as well as the occasional ghost wandering around his rented home that gradually turns his world inside-out.

This is where everything becomes unstuck. Sixth Sense blew any chance that Stir Of Echoes might make any original impact, and, with its cover well and truly vapourised, you can see why. The problem here is that Koepp's wrapped a conventional body-under-the-stairs thriller around an unconvincing paranormal theme. And while initially the film broods with a malleable tension and some genuinely frightening moments, things very quickly breakdown into alternating between Tom's hysterically dopey inability to understand what's happening to him and his wife's seemingly endless energy for talking to anyone about his problem other than him. During all this, bug-eyed Jake says cute things about invisible friends, skeletons drop out of closets and it all concludes in a not so surprising twist, with some pretty damning dialogue along the way.

None of this is helped by a leaden, unimaginative soundtrack that'd look bad on Buffy.

There're some impressive visuals – the scenes with the dead are painted in suitably spookily icy hues, for one – but nothing really sticks together, and what starts out as a promising chiller, ends in a jarring made-for-TV mess. Shame. **PSM2**

INSIGHT

- Professionally cute child, Zachary David Cope, can also be seen playing the uncredited role of 'Nephew' in the 1998 film, The Wedding Singer.
- Kevin Bacon first appeared in the frat-fest, Animal House, in 1978.

TORSO UNBELIEVABLE: Kevin Bacon can't explain.

CLAIRVOYANT'S CHOICE

1 **SIXTH SENSE**
Bug-eyed child sees dead people in simple, but effective, chiller.

2 **STIR OF ECHOES**
Bug-eyed child and dad see dead people in simple, but utterly unconvincing, chiller.

PSM2 VERDICT

EXTRAS
Audio commentary by David Koepp Music video – *Breathe* by Moist Behind the scenes featurette TV spots

OVERALL
It all looked so promising, but nothing hangs together. The soundtrack's appalling and the melodramatic payoff shameful.

55
DEAD AND BURIED

THE NINTH GATE

OUT UK NOW

STARRING Johnny Depp, Frank Langella, Lena Olin, Emmanuelle Seigner, Barbara Jefford, Goldie
DIRECTOR Roman Polanski
CERTIFICATE 15
PRICE £19.99

Based on Arturo Pérez Reverte's book, El Club Dumas, Polanski brings his adroit technique to this story of Dean Corso (Depp), a cold-blooded book hunter hired by lucifer-obsessed Balkan (Langella) to authenticate three copies of The Nine Gates of the Kingdom of Shadows, a book said to be co-authored by Ol' Nick himself. From Madrid to Paris, Corso is punched, burnt, kicked and slapped by the dark forces pursuing both him and the books. Only a hard-as-nails stalker (Seigner), Polanski's masterful timing and Depp's dead-eyed charm save the day. Devilish. **PSM2** **70**

BIG MOMMA'S HOUSE

OUT UK NOW

STARRING Martin Lawrence, Nia Long, Paul Giamatti, Jascha Washington, Ella Mitchell
DIRECTOR Raja Gosnell
CERTIFICATE 12
PRICE £19.99

"If Eddie can do The Nutty Professor... twice, I could pull this piece of howsesheet off easily." Which you can only imagine Martin Lawrence saying as he read this script after the modest success of Blue Streak

In trying to intercept a fugitive and a stash of money, Lawrence – undercover, y'see – dons 600lbs of 'funny' fat prosthetics, a script so weak staples would kill it and a bewildered supporting cast who constantly look like they're trying to find a back door off of this lamentable waste of time. Maybe he didn't see The Klumps. **PSM2** **16**

ALSO RELEASED

BUFFY THE VAMPIRE SLAYER SEASON 2
Released Out Now **Cert** 15 **Price** £79.99
Everyone's favourite licensed bully comes back for this complete second series. Six discs, tonnes of extras and Angel getting amorous. Lovely. **PSM2** **88**

NORTH BY NORTHWEST
Released Out Now **Cert** PG **Price** £12.99
Cary Grant legs it from James Mason's fiendish conspiracy in the company of trouble girl, Eve Kendall. Crop-dusting genius from Hitchcock. **PSM2** **92**

WIN! BUFFY THE VAMPIRE SLAYER SEASON 2 BOXSETS!

Those beautiful people at Twentieth Century Fox Home Entertainment have bestowed a brace of Buffy the Vampire Slayer Season Two Boxsets to throw your way. That means that two lucky PSM2 readers will own 22 episodes of the mardy lass with the vampire fixation putting her stilettos, and lethal wit, through some fearsome adversaries. To win, all you have to do is tell us the name of the actor who plays pompous English librarian, Giles, in the Buffy TV series.

Send your answers to:
BUFFY FOR OLD ROPE
PSM2 MAGAZINE
30 MONMOUTH STREET
BATH BA1 2BA

Usual rules apply. Closing date Tuesday 26th June. The Editors decision is final

OUT UK NOW

Pedals of honour: It's tough, but the Grand Prix mode can be an incredibly satisfying drive.

FORMULA ONE 2001

Falling asleep in front of the TV after a full-on Sunday lunch has never been as involved as this – just ask Murray Walker. **REVIEWER:** Richard Owen

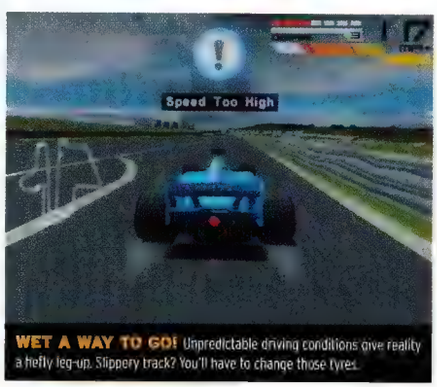
DEVELOPER ..... Studio 33
PUBLISHER ..... SCEE
PLAYERS 1-2
PRICE £29.99
ESSENTIALS ..... DualShock, Memory Card

If games like *Crash Team Racing* are the Bridget Jones' Diary of PSone racers, then Formula One titles are more akin to War and Peace. You're unlikely to hear the phrase 'instantly playable' being banded around such games, nor 'far too easy' either. As a rule F1 games require a great deal of time and dedication to get into and are usually rock hard to boot.

Sony's first F1 game took pole position in 1996 and set the standard for others to follow. With almost every year that's passed, the series has just got better with each subsequent release, '98 aside. Although undoubtedly successful, for some reason the F1 series has never quite captured the gaming public's imagination in the same way as *Gran Turismo* or *Colin McRae*. This time around, though, SCEE are hoping to change all that with the inclusion of a new Arcade mode. Playing like *F1 2001*-lite, Arcade mode lets you pick your motor and off you go – there're no pit stops or weather conditions to worry about, just get out there and race. News of this facility no doubt sent shivers down the spines of the F1 faithful, fearing that Sony would water down their racing simulation in the name of mass appeal. Such fears though, we can assure you, are totally unfounded, as *F1 2001* is by far the most accurate and intense version yet.

RACE LEADERS

As usual the official FIA licence means all the latest season's teams and drivers are involved, including the new Jaguar team, making 11 in total, and the addition of Indianapolis to bring the tracks up to 17. A new weather system means that virtually any type of condition can occur, making those mid-race pit stops even more vital. The pits themselves have been overhauled, with race strategies being introduced. Drivers are now able to choose the frequency and type of stops they wish to make during a race. In short, virtually every aspect of F1's simulation has been tweaked and updated since last year, making *F1 2001* an essential experience for F1, and driving, nuts alike. **PSM2**



WET A WAY TO GO! Unpredictable driving conditions give reality a hefty leg-up. Slippery track? You'll have to change those tyres.

INSIGHT

French ex-driver and Team Prost owner, Alain Prost, has scored more Championship points that any other driver in the history of the sport. Schumacher's not far behind, though.

BUTTON'S CHOICE

1 **GRAN TURISMO 2**
PSone racing just doesn't get any better than this. Still an accessible and thrilling drive.

2 **COLIN McRAE 2.0**
A speed-hungry physics teacher's wet dream, providing he doesn't mind getting dirty that is.

3 **F1 2001**
The finest PSone version ever. Those up-to-date stats will have authentasists salivating.

PSM2 VERDICT

GAMEPLAY
+ Involving for purists, while Sunday drivers will enjoy Arcade mode
- The tough Grand Prix mode won't appeal to casual racers

GRAPHICS
+ Screams along at a fantastic pace without sacrificing detail.
- In-car views are somewhat limited.

SOUND
+ Great event-driven commentary from Murray Walker.
- Those engines don't half make a racket.

LIFESPAN
+ There's so much to get into here, it'll take ages to get off the grid.
- Demands some serious F1 homework to be truly involved.

OVERALL
The finest Formula One game ever on PSone. Streaks ahead of its rivals leaving them statuesque on the grid.

86

HIGH OCTANE

OUT UK NOW

TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR

It was always going to be a bridge too far for this PC to PSone port...

REVIEWER: Richard Owen

DEVELOPER Red Storm
PUBLISHER Ubi Soft
PLAYERS 1-2
PRICE £29.99
ESSENTIALS DualShock, Memory Card

Shoehorning complex PC content into the confines of our aged grey box is never going to be an easy task. But hoping to make amends for the unplayable debacle of *Rainbow Six*, developers Red Storm are back with this PSone conversion of the sequel *Rogue Spear*.

At first glance you'd be forgiven for assuming that this is a first-person shooter, but look deeper into the eyes of this cold-hearted killer and you'll find an experience that's strategy-lead masquerading behind an FPS interface. Sure you'll need lightning fast reactions to survive for long in this paranoid world of international terrorism, but more than that you'll have to spend hours in the briefing room planning your attacks to the 'nth degree. Or at least that's the idea...

Each of its 19 missions are divided into two separate stages – planning and action. In the former, you're told exactly which sticky situation you're about to get yourself into and which lucky individuals you're required to fill with holes for the sake of international security. Next, select your squad of eight soldiers of fortune, equip them with a varied selection of devastating armoury and arrange them into teams. Most importantly though, you must plan each team's route as they comb the siege area, before stepping out into the fray.

REALITY CHECKED

On the PC version these duties are all performed admirably, but, unfortunately, due to the stunted nature of this PSone incarnation, each of these facilities become virtually obsolete. The planning section is particularly bad – on the PC players can assign way-points, actions or instruct each squad to hang fire. Spend enough time getting this right and, once in the action phase, all you need do is sit back while your squad get to work decorating the walls with the opposition. On the PSone, though, all you get is a limited selection of way-points, making complex schemes impossible. Add to this the truly idiotic AI of your comrades and any so-called strategy elements are rendered totally useless.

Rainbow Six: Rogue Spear sets out to wear the uniform of a grizzled general, but sadly a blood-soaked body bag is far more becoming. **PSM2**

CAMO CHAMELEON: Character detail isn't the worst culprit here – that accolade goes to the gameplay and flat backgrounds.

INSIGHT

Far from being an ex-SAS hardman type turned writer, Thomas L Clancy Jr used to earn a crust as an insurance broker. His first book, The Hunt for Red October, saw him hanging up his calculator forever in 1984.

CHARTON HESTON'S CHOICE

1 **MEDAL OF HONOR: UNDERGROUND**
This stunning prequel builds on the success of the original.

2 **ALIEN RESURRECTION**
In space no-one can hear you scream, unfortunately it's a different matter in your living room.

3 **RAINBOW SIX: ROGUE SPEAR**
A PC to PSone port that does a solid idea no favours whatsoever.

PSM2 VERDICT

GAMEPLAY
+ Leg it around like Rambo blasting everything in sight.
- Subtlety, strategy and planning was supposed to be the point.

GRAPHICS
+ Character models look decent even when close up and personable.
- Bland, shakey, flat environments, the PSone can do a lot better.

SOUND
+ Cinematic soundtrack imported straight from the PC.
- Disjointed musical score stutters and stops for no apparent reason.

LIFESPAN
+ There's loads to do here and it's bloody hard.
- The challenge comes from the unworkable nature of the game.

OVERALL
A foolhardy attempt full of high ideals. Sadly, squeezing this complex PC game on to a PSone disc was doomed from day one.

45
RIDDLED

DAVE MIRRA MAXIMUM REMIX

OUT UK JUNE 08

DEVELOPER Z-Axis
PUBLISHER Acclaim
PLAYERS 1-2
PRICE £19.99

***Mat Hoffman's BMX* extravaganza is taking such an age in development that his main rival, Mr Mirra, is now about to embark on his second game. Well, not quite. If the PSone worked like a PC, *Maximum Remix* would come in the form of an add-on or patch, this second title being more like *Dave Mirra 1.5*, than a true sequel.**

Featuring new tracks, tricks, modes, riders and soundtrack, Dave's BMX roadshow is undoubtedly bigger, badder and better than before. A new Expert mode provides an extra challenge for seasoned riders, plus the game's been massively expanded to attract those who didn't fancy it first time around. Hitting the shops at the same time as *Mat Hoffman*, this should shove a hefty stick in Mat's spokes. **PSM2** **82**

DISNEY'S THE LION KING: SIMBA'S MIGHTY ADVENTURE

OUT UK NOW

DEVELOPER Paradox
PUBLISHER Activision
PLAYERS 1
PRICE £29.99

There was a time when movie tie-ins were released around the same time as the big screen blockbuster itself. Nowadays, with straight to video follow-ups, action figures and cartoon series made for just about every junior title ever, all that's gone straight out the window. As a result, when the PSone incarnation of the Lion King landed some seven years after the film, no-one batted an eyelid.

The game itself is standard platform fare, and, aside from some impressive cut-scenes between levels, there's little here worthy of note. Conversely, apart from some skittish controls, there's not much to moan about either. Doubtless younger gamers, whether they be Lion King fanatics or not, will lap this up. **PSM2** **50**

ALSO RELEASED

WARRIORS OF MIGHT AND MAGIC

Publisher 3DO **Developer** New World Computing
Price £29.99

Half-inching, albeit badly, gameplay cues from *Soul Reaver*, visuals from Badly Drawn Boy and animation techniques from Henry's Cat, *Warriors of Might and Magic* is not a game you'd like to play. Perhaps even a D&D session with the dreaded 20-sided dice would be preferable to this pap. **PSM2** **25**

FORD RACING

Publisher Empire **Developer** Toolbox Design
Price £29.99

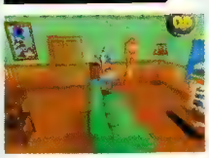
If you've ever dreamt of getting behind the wheel of a Ford Fiesta or Ka, then this game will be right up your street. Trundling gently around flat, lifeless courses, this is excitement-free racing at its most graciously sedate. The game houses a virtual Tesco's car park full of customisable motors. Add a driver's vanity mirror, mobile phone holder or even a 'baby on board' sticker, it's all here. It's just like real life. *Yawn.* **PSM2** **15**

RUGRATS IN PARIS: THE MOVIE

Publisher Avalanche **Developer** THQ
Price £29.99

Despite having decent enough visuals, the rest of the second Rugrats' games leaves a great deal to be desired. This kind of remedial adventuring with oafishly simple mini-games would insult the intelligence of a dim gibbon, let alone the rug-chewers it's obviously aimed at. Please don't be fooled into buying this for your kids, unless they've deliberately forced toast into the video recorder *again*. **PSM2** **20**

COMING SOON



GOOFY'S FUN HOUSE
The buck-toothed one replaces Pat Sharp at the helm.

THE ITALIAN JOB
Blow the bloody doors off and a hell of a lot more in this stylish crime caper.

INSPECTOR GADGET
A mechanically enhanced Matthew Broderick lays down the law.

PSM2 CHARTS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

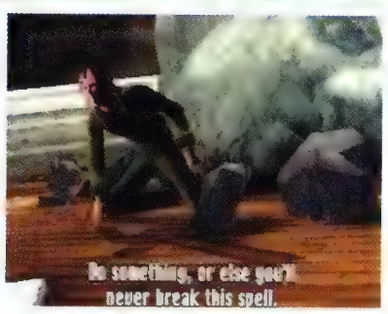
CHARTS FOR MONTH ENDING APRIL 23

PS2 TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Unreal Tournament	Infogrames	Epic
2	1	2	1	Star Wars: Starfighter	Activision	LucasArts
3	NEW ENTRY!			Quake 3 Revolution	EA	EA
4	NEW ENTRY!			Tiger Woods PGA Tour 2001	EA	EA
5	2	2	2	Zone of the Enders	Konami	KCEJ
6	NEW ENTRY!			Shadow of Memories	Konami	KCEJ
7	NEW ENTRY!			Summoner	THQ	Volition
8	4	5	2	SSX	EA	EA Canada
9	5	6	2	FIFA 2001	EA	EA
10	6	6	1	Tekken Tag Tournament	Sony	Namco

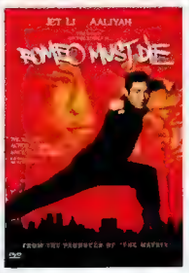
UNREAL TOURNAMENT

For the moment, *UT's* taken the lead in the FPS war, but we can't see that lasting long. Our advice? For single-player mayhem – *Unreal*. For multi-player blood-letting – *Quake*. For fun – *TimeSplitters*.



SHADOW OF MEMORIES

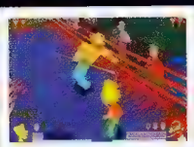
The PS2's most confusing game puts in a respectable appearance – remember – if you get stuck, there's a guide to getting every ending in those well-thumbed copies of PSM2#08 and #09.



ROMEO MUST DIE
Jet Li's first Hollywood turn as a hero isn't as good as his early stuff – Fist Of Legend's still the best kung-fu film ever – but at least DVD means you can watch him beat people up in perfect slow-mo. And he gives the fat bloke from Hang Time a kicking

DVD TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	DVD NAME
1	NEW ENTRY!			Billy Elliot
2	NEW ENTRY!			Dances With Wolves
3	NEW ENTRY!			Never Say Never Again
4	NEW ENTRY!			O Brother, Where Art Thou?
5	NEW ENTRY!			Shaft
6	NEW ENTRY!			Romeo Must Die
7	NEW ENTRY!			Lawrence Of Arabia
8	NEW ENTRY!			Casino Royale
9	NEW ENTRY!			Street Fighter Alpha: Movie
10	2	2	2	Hollow Man



SIMPSONS WRESTLING
Well, this was inevitable – but we're not happy about it. The Simpsons is full of great fight scenes – think Homer vs George Bush, or Bigger Brother – but none of that comes across here. And Comic Book Guy doesn't get a look in. Tch.

PSONE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Simpsons Wrestling
2	NEW ENTRY!			ISS Pro Evolution 2
3	NEW ENTRY!			Rugrats In Paris
4	1	2	1	LMA Manager 2001
5	NEW ENTRY!			Time Crisis: Project Titan
6	4	5	1	WWF Smackdown! 2
7	NEW ENTRY!			Lego Island 2
8	3	6	1	Who Wants To Be A Millionaire?
9	NEW ENTRY!			C-12: Final Resistance
10	2	4	1	Final Fantasy 9

KESSEN 2
Armored Core's notable for being the first game to allow on-line play, but *Kessen 2*'s the one we're looking forward to – expect epic battles, an involving storyline, and lots of honourable spearings.

JAPANESE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Armored Core: Another Age
2	NEW ENTRY!			Kessen 2
3	1	2	1	World Soccer Winning Eleven 5
4	NEW ENTRY!			True Love Story 3
5	NEW ENTRY!			Biohazard Code: Veronica Complete
6	NEW ENTRY!			Roar Of Kurogane: Warship Commander
7	NEW ENTRY!			Gallop Racer 5
8	NEW ENTRY!			Monster Farm
9	NEW ENTRY!			Dream Classic Horse Racing 2001 Spring
10	NEW ENTRY!			Gitaroo Man One

THE BOUNCER
They're both story-driven and a bit on the short side, but it's still a shame to see Square's vaseline-smeared scrapper come out ahead of *Z.O.E.* Do you want to fight in completely static environments, or lob robots through buildings? Well?

USA TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Onimusha
2	NEW ENTRY!			The Bouncer
3	NEW ENTRY!			Zone of the Enders
4	NEW ENTRY!			Triple Play Baseball
5	2	6	1	Madden NFL 2001
6	3	3	1	ATV Offroad Fury
7	1	2	1	Star Wars: Starfighter
8	NEW ENTRY!			Tiger Woods PGA Tour 2001
9	NEW ENTRY!			NBA Live 2001
10	NEW ENTRY!			All-Star Baseball 2002

READER TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Quake 3
2	2	2	2	Star Wars: Starfighter
3	NEW ENTRY!			Unreal Tournament
4	1	6	1	SSX
5	3	6	2	TimeSplitters
6	9	2	6	F1 Champ Season 2000
7	6	5	4	Dead Or Alive 2
8	8	3	8	Rayman Revolution
9	NEW ENTRY!			Winning Eleven 5
10	NEW ENTRY!			Z.O.E.

QUAKE 3 REVOLUTION
The gut-splattering PC conversion proves an instant hit – and with an impressively nippy split-screen four-player mode, it's more competitive than it ever was on the PC. Also nice to hear from people obsessive enough to get an import copy of *WE5* – well worth it

OH, YOU GUYS...

Every month, we sift through the heaving pile of your letters to find out what you, the readers, are getting all excited about. Some of you send your own personal top tens, others just fire off missives full of frothing excitement and seething bile. We take them all into account.

Send your top10s to:
PSM2 Magazine
Future Publishing Ltd.
30 Monmouth Street
Bath
BA1 2BW

POWER PRESENTS

Get a PlayStation 2 now and...

DANCE WITH THE DEVIL

Why DEVIL MAY CRY is the best bloody game on PS2 in our unmissable EVIL ISSUE!

"MORE EXHILARATING THAN METAL GEAR SOLID 2" Ryan Butt, Editor

"THE ONLY GAME THAT MADE ME WANT TO RUSH OUT AND BUY A PS2!" Steve Jarratt, Senior Group Editor

"PLEASE CAN I HAVE A GO NOW?" Kelvin Gan, Games Editor

FUTURE PUBLISHING PRESENTS IN ASSOCIATION WITH CAPCOM EUROSOFT A PRODUCTION BY POWER THE PlayStation MAGAZINE THE EVIL ISSUE STARRING DANTE in a Full-on Behind the scenes Special of DEVIL MAY CRY on PS2 • PLUS SINISTER NEW SHOTS OF SILENT HILL 2 A MASSIVE SPINE-TINGLING PREVIEW OF RESIDENT EVIL CODE: VERONICA X AND AN UNNERVING INTERVIEW WITH BRUCE CAMPBELL STAR OF EVIL DEAD: HAIL TO THE KING ALSO INCLUDED ARE FULL UNBIASED REVIEWS OF CRAZY TAXI RAINBOW SIX: ROGUE SPEAR F1 2001 RUMBLE RACING MTV MUSIC GENERATOR AND MDK2 PLUS EXCITING NEW PICTURES OF FINAL FANTASY X GRAN TURISMO 3: A-SPEC AND CRASH BANDICOOT: THE WRATH OF CORTEX EXCLUSIVE NEW CHEATS FOR THE MUMMY AND LMA MANAGER 2001

ISSUE 666 OF POWER

AT NEWSAGENTS EVERYWHERE FROM THURSDAY 17 MAY

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

CODE: VERONICA COMPLETE
Publisher> Capcom
Version> NTSC **Issue**> #09 **80**
With only a few extras on the DC version the franchise is showing its age, but *Resi* hasn't lost its ability to scare. Frightening.

EXTERMINATION
Publisher> Sony
Version> NTSC **Issue**> #09 **78**
Despite a shallow story and brief life expectancy, *Extermination* still boasts a skilful blend of action, gunplay and blind panic.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 **76**
A game that brings humour back to videogames. Some inventive ideas let down by basic design flaws.

ONI
Publisher> Take 2 Interactive
Version> PAL **Issue**> #06 **62**
Some of the best hi-tech combat around nestling on the grey pillow, of a grey bed in a grey room.

ONIMUSHA
Publisher> Capcom
Version> NTSC **Issue**> #06 **80**
BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. When the full English language version appears, the seamless fusion of story and electric swordplay could make this nigh on essential.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 **68**
Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 **24**
One of the worst games on PS2. Bad level design and woefully inadequate visuals are only the start of *Warriors*' problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 **59**
Despite the occasional moment, this is very average. Uninspiring graphics and poor puzzles don't help, either.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 **78**
Fast-paced slashing action which mixes some graphical impressiveness with excellent game structure. Slightly hampered by some shocking fogging at times.

ARCADE

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #01 **29**
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Its cut-scenes are impressive, but the in-game graphics are strictly old-skool.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 **51**
A firework of a 3D scrolling blast-em-up that uses cut-scenes effectively to spice-up the non-action. It burns bright to the bitter, but quickly finished, end.

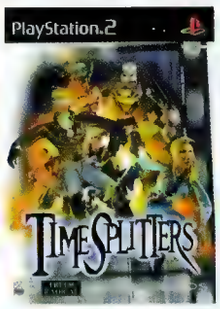
BEAT-EM-UP

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
Instantly beguiling with free-flowing action. But solo players will find the distraction of some ludicrously comic book heaving bosoms no substitute for solid two-player scraps.

SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

01 > SSX
If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.



02 > TIMESPLITTERS
The only reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Ace.

03 > STAR WARS: STARFIGHTER
It's short, but a heck of a blast through some classy visuals and a familiar universe.

04 > TEKKEN TAG TOURNAMENT
The King of Iron Fist comes back with some neat moves that'll leave you bruised and happy.

05 > Z.O.E.
Mech madness and an *MGS2* demo? Hideo Kojima's double tap of solid-gold genius is pretty much essential...

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 **60**
A few tweaks to the controls and this could have been something a bit special. As it is though, *Kengo* fails to inspire.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of a classic series, sadly showing its age, but superior tagging system keeps it in the running for the crown of King Beat-em-up.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
A nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
Certain to please Offroad purists – but how many of them do you know? It's a pity SCEA couldn't have compromised on the realism.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
BEST RACING TITLE A definitive purchase for Formula One die-hards, and a rewarding challenge for any console race fan willing to rise to it. The DVD of the 2000 season's an impressive bonus, an' all.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
A basic, but involving, racer that lacks the realism and the up-to-date racing data of Sony's sim.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Illegal street racing makes its way through New York and London, with some nice touches of detail. Compromised by reality-check graphics.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
A motorbike racing experience for the discerning gamer. Convincing handling and gorgeous details, but it's more demanding than most.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential purchase...

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for. Those borders are a pain, an' all.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love. Fun, but frustrating.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Immensely fun in places, but maddening in others. Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
The cream of first-person shooters converts flawlessly to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
BEST FPS TITLE An enjoyable, hugely customisable, frighteningly hard blast. Great four-player modes and some incredibly hard challenges make this a must buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL **Issue**> #07 **82**
UT comes out shooting where you'd least expect it – in the excellent single-player mode. It's just a shame that it fails so badly in the area where it could have improved on the PC version – in multi-player.

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
A rarity on PS2 – a game almost entirely free of action. But despite that, it's hugely addictive with a real sensation of flight. Very chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Construction paradise as long as you've got the patience to stick with the awkward controls, tiny arenas and spiteful level of difficulty. The two-player Deathmatch is a great opportunity wasted.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
One of the few mech titles to actually make you realise you're playing a next-gen console. Big levels, big guns and big respect from us.

RING OF RED
Publisher> Konami
Version> NTSC **Issue**> #04 **74**
Visually explosive, but, sadly, you still feel a bit like a lackey of the game's engine rather than its commander.

HEAD 2 HEAD

BOXING

> KNOCKOUT KINGS 2001

Publisher EA
Version PAL
Issue #07

PSM2 VERDICT 79

PRESENTATION:
The attention to detail given to the physical appearance of each fighter is nothing short of perverted. The realism's frightening. But the 2D crowds and some truly horrible clipping prove to be a killer punch. Shame.

GAMEPLAY:
The Career mode rewards the gamer that chooses guile and ring savvy over button-mashing. Slugfest and Exhibition are ideal for pick-up-and-play grudge matches, but the Training mode quickly becomes repetitive.

MULTI-PLAYER:
It's primal, vicious and, at times, downright illegal. Two-player brawls can be swift three-round bloodbaths or 12-round wars of attrition. Exhibition mode leaves egos bruised and reputations in tatters, but they'll also come back for more.

LIFESPAN:
The tough trajectory of Career mode will keep you going until you've turned your constructed fighter into an unstoppable force, but there're still plenty of immovable objects in the way. The one-more-go appeal of the two-player's a definite plus.

> READY 2 RUMBLE: ROUND 2

Publisher Midway
Version PAL
Issue #04

PSM2 VERDICT 82

PRESENTATION:
The original instalment's graphics have been effectively enhanced, with some incredible fabric, hair and lighting effects giving the ludicrous characterisations an unnaturally lurid sense of realism.

GAMEPLAY:
Not the deepest of games, but there're enough counters and combos to amuse even the most hardened *Tekken* nut. Championship mode becomes a bit of a slog, while the Training mode doesn't seem to fit in anywhere.

MULTI-PLAYER:
You've taunted, you've danced, you've even given them a patronising slap on the head. Your RUMBLE meter's full to bursting and... *thwack!* They're out the ring – voluminous shorts flapping in their wake. Funny *and* painful? Oh yes, it's that good.

LIFESPAN:
Unlike *Knockout Kings*, the one-player modes aren't particularly exciting or rewarding. Where *R2R:R2* triumphs is in the endlessly playable two-player fights. Comedy characters battering each other senseless, with a dash of tactical nous, wins every time.

KING OF THE RING

They might look poles apart – serious stats versus, er... comedy afros – but both capture the pugilist art admirably. Which is probably *Knockout Kings*' main problem – you need it to be that little bit more fluid to *really* feel like you're in the ring, and the clipping's unforgivable for something that promises such a genuine simulation. *Ready 2 Rumble: Round 2*, on the other hand, is simply a well executed good time that promises nothing more than ridiculous action and outrageous hair. Which it delivers... brilliantly.

READY 2 RUMBLE: ROUND 2

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative game that packs enough tactical thought to amuse, but not enough to test the armchair commanders.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Perfect for curious mech virgins, yet possibly too shallow for strategy fanatics. The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A case of a lame game launching on the back of a successful film. Very poor.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull. Young gamers should be up in arms.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults. For this lamentable paradox, *Rayman* is only *almost* great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler with a host of cutesy features that will no doubt be whizzing around in numerous PS2s.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's a fabulous puzzle game – innovative and fun enough to stand up and be counted with *Tetris*.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
It's super-slick, extremely addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 **35**
Turgid RPG that's about as much fun as being burgled. Woeful combat, weak plot and miserable characters make this one to avoid like foot and mouth.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 **56**
A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that'll irk die-hard fans.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 **80**
BEST RPG It might take a bit of getting used to – but it's certainly different, and exactly the sort of game you can settle down to play with a Horlicks.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #06 **70**
A game with massive aspirations, unfortunately let down in places by shoddy graphics and a camera that'll drive you, at some points, to genocide. Still an enjoyable romp for the connoisseur of the short-sword and buckler.

SHOOT-EM-UP

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 **40**
A badly flawed rehash of established concepts, with novelty appeal for shoot-em-up die hards.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03 **77**
The sniping-against-the-clock classic loses its huge rifle and downsizes to PS2. Thrilling to begin with, but short, sharp gameplay won't keep you buzzing indefinitely.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
BEST SHOOT-EM-UP Atmospheric, exciting, and full of explosions – everything a Star Wars game should be. It's a bit repetitive, but it's still one of the first games to show PS2's potential.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
You'll hate the look of it but find it hard to resist. It's basic and linear and *very* American, but get into the multi-player and it's surprisingly fun.

SIM

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Enough depth to stimulate you for quite some time, but it's still capable of running itself well enough without your help.

SPORT

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #06 **59**
Some nice touches and a solid, playable game of basketball, let down by poor graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
Dazzling to look at, but over too quickly in one-player. A jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 **68**
A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats and, perhaps, a little too lifelike.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
A game so showered in love that it doesn't know how to return it. The unforgiving learning curve may put the curious off. Go for *SSX* for maximum thrills...

FIFA 2001
Publisher> EA
Version> PAL **Issue**> #04 **79**
A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it.

ISS
Publisher> Konami
Version> PAL **Issue**> #02 **81**
Not the best football game ever, but settles for great playability and the odd touch of genuine class without rewriting the rule book.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL **Issue**> #04 **86**
BEST SPORTS SIM This isn't just a great American Football game, it's a superb sports title that shows other series how it should be done.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #06 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL **Issue**> #06 **70**
As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a glorified arcade game in this day and age? Perhaps not.

NHL 2001
Publisher> EA
Version> PAL **Issue**> #04 **70**
An ice hockey sim that looks the business, has a pile of options and extras, but is sadly let down by its reliance on character stats rather than player skill.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
The skill and spectacle have been beautifully captured, but it's compromised by some nasty glitches. Incredible-looking boxers, mind.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Pool Master skimps in the areas it should be concentrating on, and isn't much more functional everywhere else. Poor.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
BEST BOXING TITLE Anything that looks this good *and* makes you laugh demands attention. The two-player's fantastic, but the one-player lacks depth.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06 **29**
Something that might make a diverting mini-game packaged up as the real thing. Awful.

SSX
Publisher> EA
Version> PAL **Issue**> #03 **95**
BEST SNOWBOARD GAME *SSX* does for PS2 what *WipEout* did for PSone. And then some. Only the truly irritating will dislike it. Breathtaking.

SURFING H30
Publisher> Take 2
Version> PAL **Issue**> #05 **32**
Frustrating gameplay, linear levels and weak graphics. Shouldn't be on PS2 at all.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 **72**
It captures the feel and emotion of golf perfectly – it's just a shame that the number of levels and playable characters are so limited.

WINNING ELEVEN 5
Publisher> Konami
Version> NTSC **Issue**> #09 **91**
BEST FOOTBALL TITLE All we wanted was a version of PSone's *ISS Pro 2* – and we've got it. An absence of genuine innovation doesn't stop this becoming the best football game ever.

STRATEGY

KESSEN
Publisher> EA
Version> NTSC **Issue**> #05 **74**
Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

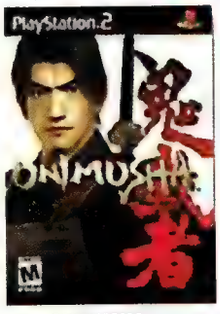
ABSOLUTE PS2 IS FAT WITH GAMES AND UPDATED EVERY ISSUE WITH EVERY DEFINITIVE PSM2 PAL REVIEW.

> SHELF LIFE: THE FIVE NTSC GAMES YOU SHOULD OWN

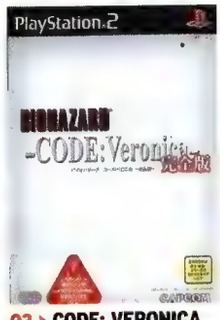
Whether you're desperate to play the big games months before everyone else or simply sweating money, PSM2 gives you the definitive reviews of the best games available on import. If you own an NTSC machine, you'll want to make shelf life your first NTSC stop.

01 > GRAN TURISMO 3
The game that's not *MGS2* finally turns up after a slippery development history. Is it worth it? Lord, it's everything we'd hoped.

01 > WINNING ELEVEN 5
The *ISS Pro Evo* game that PS2's been screaming at the ref for. Unrivaled gameplay and dazzling visuals make this essential.



02 > ONIMUSHA
Capcom doing what they do best – visceral thrills, solid storytelling and zombies. The puzzles are tough in Japanese, though.



03 > CODE: VERONICA COMPLETE
A solid, and slightly expanded, DC conversion made essential by the *Devil May Cry* demo. Ace.

05 > EXTERMINATION
It's not one of the longest titles we've played, but a combination of impressive panic-action gameplay and genuine thrills is worth it.

FEAR AND LOATHING

(And the need for dry clothing)

Zombies, demons and the occasional mutant jellyfish – this summer's all about closing the curtains and scaring yourself witless with your PS2.

Follow us, as we step into the darkness

PSM2 RECOMMENDS THAT YOU DO NOT FOLLOW THE FIRST TEN RULES OF THE FIRST TE

There aren't many gaming moments that everyone remembers. Seeing your first fatality in *Mortal Kombat*. Getting chased by the T-Rex in *Tomb Raider*. Maybe even hitting 300kph to the pleasing strains of the Chemical Brothers in *WipEout*. But mention that bit in *Resi* where the Doberman smashes through the window, and watch everyone in the room sink into a nostalgic haze. Before that, the closest you'd get to being scared by a Capcom game was when the fat kids at the local arcade threatened to beat you up over losing at *Street Fighter 2*. After that, things were never really the same again.

There's a whole slew of survival horror games coming to PlayStation over the next few months. The epic *Onimusha's* already sold over a million copies in Japan, and the sequel's well under way. *Code: Veronica Complete's* finally appearing as the programmers intended, with extra cut-scenes wrapping up all the loose ends left by the Dreamcast version. *Silent Hill 2* promises even more keyless pianos and skinless babies in everyone's favourite spooky town.

And now there's *Devil May Cry*, Capcom's latest effortlessly cool take on the genre – and almost certain to inspire another franchise. But what's the difference between them? Which is best for *you*? And what would you *really* do if a failed government experiment or widespread voodoo curse turned the inhabitants of your hometown into drooling, fetid monsters? Grab a powerful flashlight, dust down your bite-resistant trousers and take PSM2's hand as we lead you through the world of survival horror.

Don't be afraid...

I WILL SURVIVE

So, what if the world really gets overrun by zombies? What do you do, huh, hotshot? What *do* you do? We consulted Faith Schaffer of www.zombiejuice.com for advice.

THE SKILLS: Shooting and knife-fighting are obviously essential, but Faith recommends that you think about learning to siphon petrol or hot-wire cars. Also, carry your lockpick set with you at all times. Assuming you've got one.

THE WEAPONS: Shotguns and chainsaws might be good, but they're tricky to get hold of. Faith suggests you carry a sharpened shovel, nail gun or power drill. She also advocates looting museums for swords and the like – but reminds you to watch out for mummies.

THE HIDEOUT: You'll also want to think about somewhere to sleep. The local mall's a good bet – multiple exits, unlimited supplies – but Faith recommends a houseboat. Zombies can't swim, see?

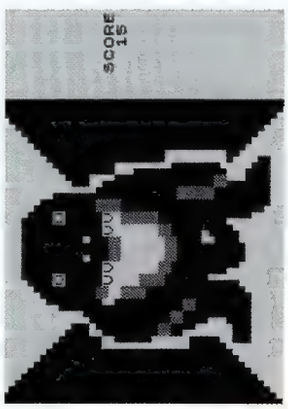
PSM2 RECOMMENDS THAT YOU *DO NOT*

* Be part of the first team to investigate any mysterious happenings → you'll end up as one of the things that scares the second team. It won't be pretty.
* Be a security guard → you'll inevitably have a sudden crisis of conscience and lock yourself in a room with the zombies to let the heroes get away.
* Pilot a helicopter → you'll only exist to liven things up by crashing into a building.
* Explain what's happening to anyone → especially if you're a scientist. You'll be ripped in half before you finish your last sentence.
* Brandish a gun at anyone who seems vaguely heroic → especially if you started all the ruckus. You'll be shredded from behind by your own diabolical creations, y'see.....

A brief history of HORROR

***Resi* wasn't the first game to make us jump. Join us, as we glance through the best of things that go bump in the night.**

1980 3D Monster Maze
Trapped in a randomly-generated maze, and you had to find the exit – but there was a tyrannosaurus rex in there with you. A simple idea, but with some basic graphics and text – 'THE MONSTER HAS SPOTTED YOU' – came the first example of bowel-loosening horror – and survival – in a game. On the ZX80.



1995 Alone In The Dark
Due to an unhealthy mid-'80s obsession with platform games, there's a gap until this PSone example of survival horror. Complete with zombie pirates. It wasn't very good.

1996 Resident Evil
The father of them all – and the only *Resi* game apart from *Veronica* to feature Wesker.

1998 Resident Evil 2
The action moves to Raccoon City – and you play through two discs of nastiness.

Resident Evil 3: Nemesis
Back to one disc, midway between the first and second *Resi* stories. Baffling.

Silent Hill
Nicking *Alone In The Dark's* torch-lit edge, this foggy horror show's pure class.

1999 Dino Crisis
There's been speculation that the *Dino Crisis* series will cross over with *Resi* – conspiracy theorists point to the fact that there's a *Dino Crisis 2* poster on the wall of the arcade in *Survivor*. They're wrong.

2000 Dino Crisis 2

FEAR AND LOATHING
(and the need for dry clothing)

T YOU DO NOT BE PART AM TO INVESTIGATE

PANIC ACTION – THE NEW SURVIVAL HORROR?

Sony's *Extermination* takes place in an abandoned research facility, revolves around a luckless special forces unit, and comes absolutely rammed with hideous squirming things. But it isn't a survival horror game. The difference, according to Sony, is that it's not *really* an adventure – you're constantly put in situations where you need to react quickly while paralysed with terror. Apart from running away from things, you'll also find sequences where you have to have your wits about you while your heart's pounding from the bug burrowing steadily towards it. Hence 'Panic Action'. See?

HANG TIME: *Extermination's* intuitive control system makes this sort of stunt easy.

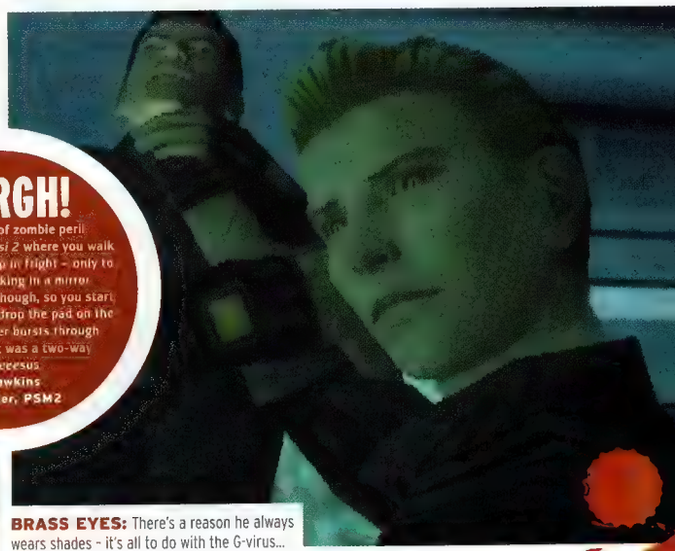
AAARGH!

I was playing as Chris for the first time, and I could hear an eerie sound getting closer as I walked down this hall... then I found a zombie chewing on (presumably) Jill's head – it kept coming. After I shot it down, I went to check on it, then screamed when it jumped up and attacked me. A few years ago, I made a website over that one incident that left me emotionally scarred.

Jason Furtado, Editor – survivalhorror.com

WHAT ABOUT WESKER?

Desperate to know what happened to the traitor? There's a DVD with a special edition of *Biohazard (Res Evil)* available in Japan, but it's yet to be confirmed if it'll be coming to this country. Just in case it does show up, we've thoughtfully scrambled the hideous truth about the man everyone thought was brown bread. Use a mirror to read the condensed version.



BRASS EYES: There's a reason he always wears shades – it's all to do with the G-virus...

AAARGH!

Fond memories of zombie peril. There's this bit in *Resi 2* where you walk into a room and jump in fright – only to realise you're looking in a mirror. Nothing happened, though, so you start to leave... and then drop the pad on the floor when a Licker bursts through and grabs you. It was a two-way mirror. Jeeesus.

Dan Dawkins, Staff Writer, PSM2

SPOILER ALERT!

He injected himself with a special version of the T-Virus before letting the Tyrant attack him – but expected to be revived after the Tyrant killed the remaining S.T.A.R.S. After that, he teamed up with Ada Wong – who might now have the same abilities as him. Oh, and Rebecca wasn't a spy, as a few overly suspicious people speculated.

THE FUTURE?

Resident Evil: Survivor
Or *Resi*, but with a lightgun. Not very good.

2001 Extermination
(Out in UK in June)

Onimusha
(Out in UK in July)

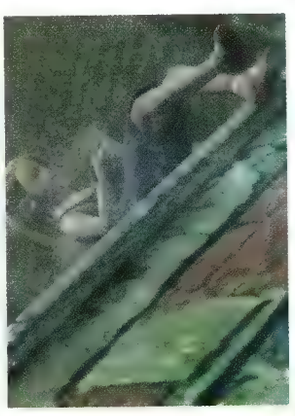
Code: Veronica X
(Out in UK in August)

Devil May Cry
(Out in UK in November)

2001 Resident Evil Zero
Takes place before the original *Resi*, with characters including Rebecca Chambers, the medic from the original Bravo Team. Oddly, rumours suggest it'll only appear on the N64.

RLH
Previously known as *Run Like Hell* – expect lots of running, shooting and screaming, and the chirpy voice of Michael Ironside.

Silent Hill 2
New character James Sanderland's drawn to Silent Hill by a letter from his wife – except she's been dead for three years...



Resident Evil 4
Rumoured to be the first Resi game told from an Umbrella agent's perspective – although you can play as Wesker in *Veronica's* Battle Mode. As for further instalments, Shinji Mikami's said in interviews that he'd like to make as many *Resi* games as there are Bond films. Let's just hope he doesn't recruit Timothy Dalton...

DON'T EXPLAIN WHAT'S YOU'LL BE RIPP

FRIGHT NIGHT

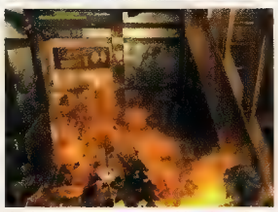
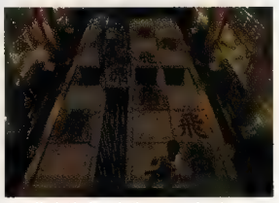
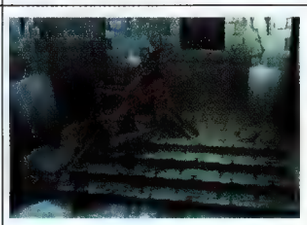
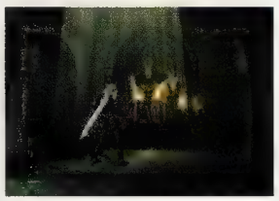
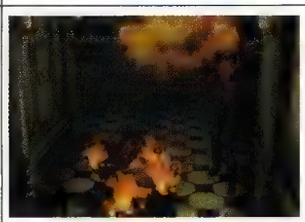
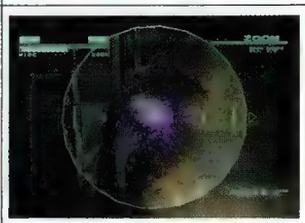
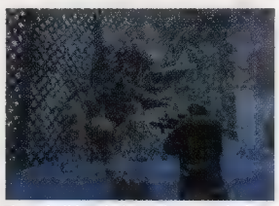
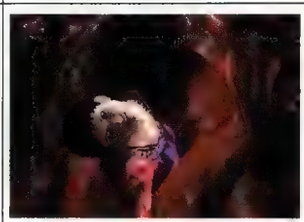
At first, it seems like lunacy that Capcom's releasing three games within months of each other – and that Sony's going up against them with their own effort. But it goes without saying that you really should buy at least one of these games, and they all have their own charm. So which one should you get? Here's PSM2's guide to the highs and lows of each.

ONIMUSHA

DEVIL MAY CRY

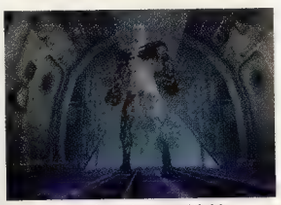
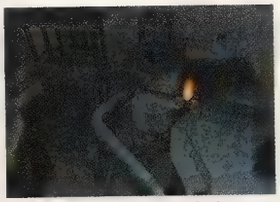
CODE VERONICA

EXTERMINATION

THE CHARACTERS	THE WEAPONS	THE FIGHTS	THE GORE	THE PUZZLES
Samanosuke's your typical hero – grim, stoic and absolutely nails – but he's got a certain charm. Playing as acrobatic, throat-slicing ninja-girl Kaede's a nice change of pace, too.	Samanosuke's got three blades with varying magical abilities, as well as a bow that's almost as big as him and some nifty shooters. Then, of course, there's the Bishamon sword...	 **The best scraps are a combination of pyrotechnic spell-casting and cold, hard steel. Samanosuke storms through crowds of zombies like a pointy whirlwind, pausing occasionally to unleash a volley of magical lightning. Brilliant.**	There's really nothing to match stepping over a fallen zombie and slotting your katana between its vertebrae – but hacking through a wall of pus-spurting tentacles comes close. Eurgh.	 **Usually lethal variations on simple children's games – think sliding block puzzles with acid and spikes. Tricky to get the hang of, but extremely gratifying to solve.**
Dante's exactly as cool as you'd expect a half-demon gunslinger to be – strutting, somersaulting and shooting his way around without even messing his hair up. And then there's the enticing thought of playing as that mysterious lady...	The twin handguns are nice, but the double-barrelled shotgun's a thing of rare beauty. Dante fires, breaks it open and reloads *one-handed* – which may not be technically possible, but still looks incredibly cool.	**Thanks to the clever control system, it'll only take five minutes before you've mastered the sword-gun system. And then there's the sheer joy of uppercutting an enemy into the air, then keeping him aloft with a flurry of lead. Inspired.**	 All the enemies are armed with either big knives or oversized gardening shears, so you won't be surprised to see the odd river of claret leaking out of Dante. Nothing too disgusting so far, though.	 **Doors tend to be opened by either Rusty Keys or Soul Orbs, which means you'll spend a long time collecting both – it's not all that difficult.**
Claire's cool and self-reliant, Chris is square-jawed and heroic – they're a good combo. Everybody hates floppy-haired new boy Steve, but... well, you're *supposed* to. Aren't you?	 Everything from a simple, reliable combat knife to the room-clearing AK-47. The pump shotgun's terrible, but the triple-barrelled grenade-launcher and Magnum more than make up for it.	**Claire can track multiple targets with her twin Uzis – and there's always something satisfying about nailing a leaping Hunter with an explosive crossbow bolt – but it still feels a bit stilted.**	Blowing chunks out of the undead gets a bit unpleasant, but the worst thing's seeing cockroaches scuttle away from pools of blood when you enter a room. Who does that blood *belong* to?	**Plenty of logic puzzles – foiling the metal detector's especially satisfying. And some bits where the solution's immediately obvious, but annoyingly fiddly. Like this one.**
Dennis Riley's your typical special ops hardnut, Cindy's OK and Travis Miller's a bit smug. Shame you can't play as more than one character, though.	 Grenade-launchers and machine guns might be the genre standard, but the first-person mode lets you bolt on extra bits – including a torch or sniper's scope. Delightful.	 **These build up in intensity very nicely – from taking potshots at little scuttling things to fighting desperately against their larger, more vicious, and even sometimes invisible, brothers.**	 While the aliens burst in a censor-pleasing torrent of purple gunk, seeing the game's human inhabitants pop like meaty water-balloons is infinitely more disturbing. Ugh.	**Expect lots of card-key collecting and charging up energy packs. Nice scope for lateral thinking, though – instead of dodging fire from remote guns, it's possibly to cut through their power cables. Clever.**

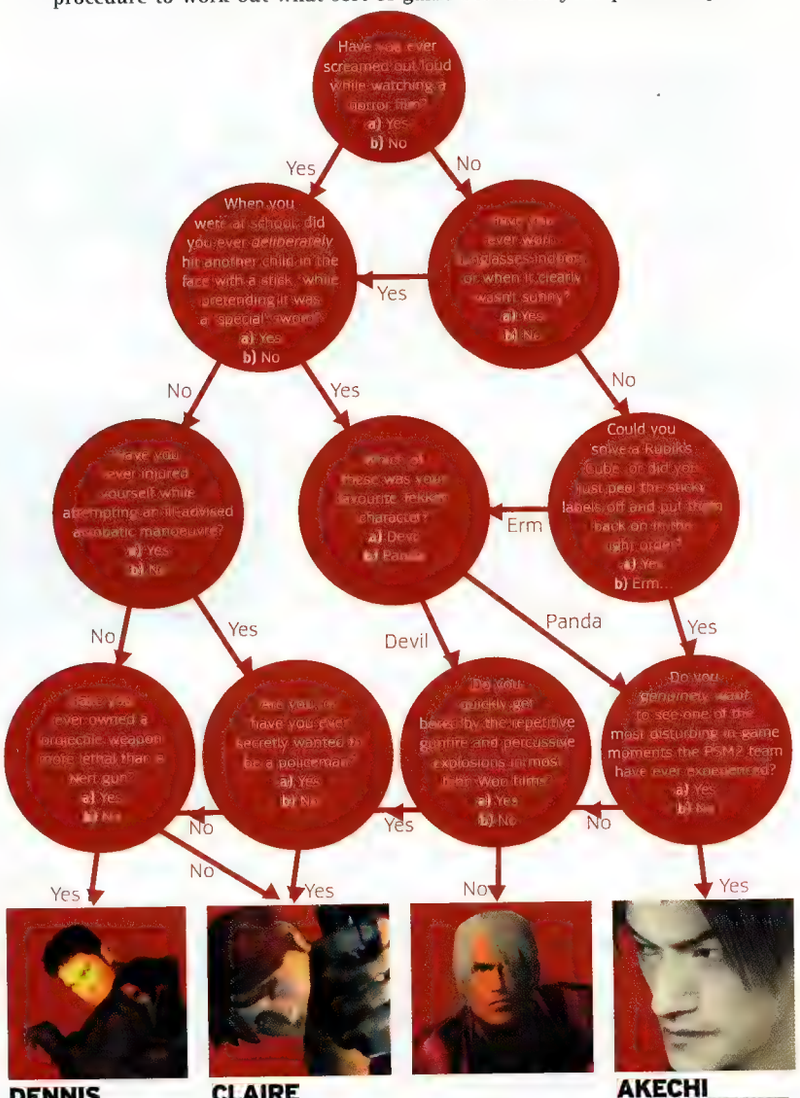
FEAR AND LOATHING
(and the need for dry clothing)

HAPPENING TO ANYONE, ED IN HALF BEFORE YOU FINISH

THE HORROR	THE BEST BIT	
Although it's not big on surprises, *Onimusha* still gets you to yelp in revulsion just by going too far – witness the collective disgust in the PSM2 office in response to this soon-to-be infamous 'birth' scene...	**It all kicks off when Samanosuke catches up with his evil twin. After a furious clash of swords, the demonic doppleganger starts lobbing energy bolts – but our hero absorbs them and retaliates with a tornado.**	**ONIMUSHA** A fitting score for the PS2's best survival horror – so far. →7
Scares aren't that frequent in *Devil May Cry*. You grab an item off an innocent-looking point – it comes to life and tries to cut your head off. No, we didn't see *that* coming. 0.5	**There's a room where the bad guys keep regenerating – kill enough, and you can transform into a lightning-hurling demon warrior, who rains down electricity onto the evil marionettes. Toasty.**	**DEVIL MAY CRY** It might lose out slightly to *Onimusha* – but hell, Capcom have only released a *DMC* demo so far... →6
The setups always lull you into a false sense of security – you know something's going to happen, but you don't know *when*. Zombies suddenly jumping up and banging at windows still get us every single time.	 **After hours of putting up with his foppish whining, you finally catch up with Alfred Ashford – then dodge his appalling sniping with contemptuous ease and shoot him to bits.** 0.5	**CODE: VERONICA** The classic's showing its age slightly, but catches up well through its fine sense of terror. →5.5
By far the most effective bit of the game involves *those* harmless-looking mini-bugs. When they infect you, the frenzied dash to the nearest medical couch is genuinely frightening. 0.5	 **You find a body frozen into the ice – then prod it and hook it up to a power pack. It starts bleeping. You suddenly realise you've just activated a bomb, and belt it away from the ensuing explosion. Pure Hollywood.**	**EXTERMINATION** Sony's brave effort can't stand up to Capcom, the masters of horror – but it's worth a look all the same. →5

ARE YOU SCARED?

Still can't make up your mind? Use PSM2's elaborate psychological screening procedure to work out what sort of game best suits your personality.


Have you ever screamed out loud while watching a horror film?
a) Yes
b) No
Yes
No
When you were at school, did you ever deliberately hit another child in the face with a stick, while pretending it was a special sword?
a) Yes
b) No
Have you ever worn sunglasses indoors, or when it clearly wasn't sunny?
a) Yes
b) No
Yes
No
No
Yes
Have you ever injured yourself while attempting an ill-advised acrobatic manoeuvre?
a) Yes
b) No
Which of these was your favourite Tekken character?
a) Devil
b) Panda
Could you solve a Rubik's Cube, or did you just peel the sticky labels off and put them back on in the right order?
a) Yes
b) Erm...
Erm
No
Yes
Devil
Panda
No
Yes
Yes
Have you ever owned a projectile weapon more lethal than a Nerf gun?
a) Yes
b) No
Are you, or have you ever secretly wanted to be, a policeman?
a) Yes
b) No
Do you quickly get bored by the repetitive gunfire and percussive explosions in most first-person shooters?
a) Yes
b) No
Do you genuinely want to see one of the most disturbing in-game moments the PSM2 team have ever experienced?
a) Yes
b) No
No
Yes
No
Yes
No
Yes

DENNIS RILEY

You're the only person in the world who can watch that bit in The Thing where they're doing the autopsy without flinching. You always secretly wanted to be part of an elite special forces unit, even if they were getting ripped to shreds in the frozen tundra of the Antarctic. You nutter. **Extermination** it is, then.

CLAIRE REDFIELD

When you run away from a slavering pack of zombies, it's always in the certain knowledge that you'll be back later with some heavy artillery. You relish the almost divine sense of retribution that comes from facing your fears and then blowing their lungs out. And that's the feeling you get when you're playing **Code: Veronica.**

DANTE

Whether you're pogoing around a medieval castle or facing down the screaming hordes of hell, you're cooler than Chow Yun Fat on Valium. You don't want anything incredibly complicated – just stacks of ferocious action and a blizzard of hot lead. You'll be wanting to play **Devil May Cry**, then.

AKECHI SAMANOSUKE

You're the kind of gamer who believes in using your brain as well as your caffeine-sharpened reflexes. You're as happy solving fiendish puzzles as you are eviscerating the spawn of hell – in fact, it's quite a nice break sometimes. You're exactly the kind of focused, vengeful maniac that'll love **Onimusha**

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

SANDWICHES? WE PREFER THE SWEET TASTE OF VICTORY

JOEL

Or, indeed, the bitter tang of defeat. If there's one thing that'd upset our mums more than anything else – should they walk into the PSM2 office – it's that we so routinely fritter away our lunch hours shooting at each other, rather than venturing outside for food. And, of course, we swear a lot.

While we wither away to malnourished husks, you'll find the fruits of our labours starting on pg 112, where you'll find all manner of Deathmatch-friendly *Quake 3* tips.

One member of the team who *has* been getting enough Vitamin C is the PSM2 Challenge Ninja, bouncing into action this month with a smile, a wave and a murderously sharpened wakazashi. If you fancy joining the Dojo, you'd best get practising – entry requirements are stiff, and the penalties for failure mostly involve sharpened bamboo stakes tipped with poison arrow frog venom.

Elsewhere this issue, smut-merchants'll find a torrent of filth to keep them happy – whether they're bending *Bloody Roar's* characters into provocative positions, playing with Snake, or simply undressing a janitor. And the stern, bearded face of Mr T looks down at them all in undisguised contempt. Finally, Dauragon C Mikado takes a well-earned break from beating up flunkies and building doomsday devices to answer your game-related questions. It's a cavalcade of stars here at **PSM2**

NEED HELP?

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2'S MANIFESTO

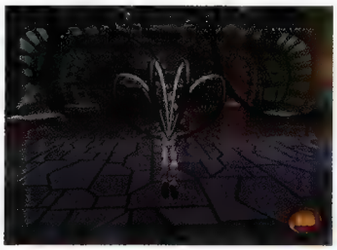
PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

THE PICK OF WHAT'S NEW

HOT TIPS

Feverish with game-related stress? Let PSM2 wipe a soothing tip-flannel across your sweaty brow.



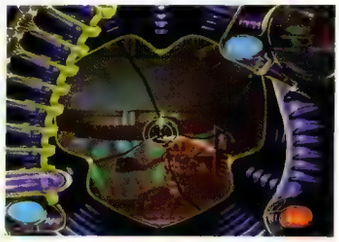
KURT IS STARKERS: Oh, the humiliation. Strip Kurt to his vest and pants as he battles to save Earth.

MDK2 ARMAGEDDON

Give your brutal shootings a touch of class with some cinematic effects. To enter the following codes, hit START to pause the game – then you're away.

Race Car Camera – Hold L2+R2, then press ⊗,◎,⊗,◎
Detach Camera – Hold L2+R2, then press ◎,⊗,◎,△
Matrix Camera Mode – Press L1+R1
God Mode – Hold down L2+R2, then press ↑,↑,↓,↓,←,←,→,→,□,△,□,△, SELECT.

And for some slightly more disturbing effects... including bodily functions...
Naked Kurt – From the main menu, holding L2+R2, press □,□,△,□.
Max Slo Mo – While shooting, press ↑ five times.
Doc's Fart – While holding L2+R2, click down on L3+R3 – that's both the Analogue sticks.



BEAUTIFULLY SHOT: Killing alien scum has never looked so good with our camera effects cheat. Cut!

OPERATION WINBACK (NTSC)

Complete this slightly tedious *MGS2*-pretender on the Hard difficulty level, and you'll be rewarded with some extra game modes. Alternatively, if you can't be bothered, enter these on the title screen – that's the one with 'Press Start' on it. You'll hear a gunshot to confirm that it's worked. Do it quick, though – if the Demo mode starts, it won't work.

Trial mode
Press ↑,↓(2),→(3),←(4), then hold △ and press START to unlock Trial mode. All levels will be opened.

Sudden Death mode
Press L2,R2,L2,R2,◎,△,◎,△ then hold L1 and press START. Everyone will be vulnerable to a single shot.

Max power mode
Press L1,R2,L2,R2,L2,△,◎,△,◎ then hold L1 and press START. You'll start with every weapon and infinite ammo.

All multi-player characters
Press ↑,↓(2),→(3),←(4), then hold ◎ and press START to unlock all the bosses as well as the engineers and a few army characters in multi-player mode. Most of the bosses have odd guns and won't be able to back up against walls or roll.

T'KILL A GIRL: Take on chicks with the last word in designer firepower in the cratetastic *Operation Winback*.

BLOODY ROAR 3 (NTSC)

If you've picked up an import copy of this animalistic scrapper, go to the options screen from the main menu,

PSM2'S TIP OF THE MONTH

NBA Live 2001

If you're a frustrated basketball hustler – if only we were taller – then you'll love these special passes for One-on-one mode. Lob it at your opponent, send 'em flying and dunk a quick basket before they know what's happening. Boomshanka – Haribo all round!

Strong pass ..... L2+⊗
Between the legs ..... L2+⊗
Rolling pass ..... L1+⊗

ARMY MEN: SARGE'S HEROES 2

Aqua were clearly lying when they referred to life in plastic as 'fantastic', judging by this turgid franchise. Minimise the pain by entering these cheats passwords.

Level select – FREEPLAY
Invincibility – NODIE
Every weapon – GIMME
Invisibility – NOSEEUM
Mini mode – SHORTY
Big mode – IMHUGE

And those level passwords in full...

Level	Password
Boot Camp	BOOTCAMP
Dinner Table	DINNER
Bridge	OVERPASS
Refrigerator	COOLER
Graveyard	NECROPOLIS
Castle	CITADEL
Tan Base	MOUSE
Revenge	ESCAPE
Desk	ESCRITOIRE
Bed	COT
Plasticville	BLUEBLUES
Toy Shelf	BUYME
Cashier	EXPRESS
Toy Train Town	LITTLEPEOPLE
Rocket Base	NUKEM
Pool Table	EIGHTBALL
Pinball Machine	BLACKKNIGHT

ESPN WINTER X-GAMES

Bonus courses

If you've leapt over every bench and crashed into every tree in the normal courses, win a gold medal in all X-Games competitions to unlock Deep Freeze Mountain, Grind Or Die, Halfpipe Winter Style, and four more Slopestyle Events.

PRO TIP
MDK2
When you see the stars twinkling in the night sky, have a look at them in sniper mode – you'll see the cheeky faces of the programmers.

SLOPE DODGER: Impress your friends with your natty shades on unlockable courses in this techy 'boarder.

THE FILTH ELEMENT: *Some* have been taking advantage of the poseable option in *Bloody Roar 3*. Tsch.

hold R2 and press ◎. You'll be taken to the Debug mode, which lets you pose the characters like lycanthropic Barbie dolls. Obviously, a disturbing number of people have done rather sordid things with this unexpected feature, so we're not sure if it'll make it to the UK...

RC REVENGE PRO

Fancy an entire toybox full of novelty vehicles to trundle around in? Try entering the following codes at the main menu.

Unlock Every Vehicle
L1, L2, R1, R2, ◎, □

Unlock Every Track
L1, R1, R2, □, ◎

Unlock New Championship
L1, R1, R2, L2
You can enter this code up to seven times, to unlock every championship.

REMOTELY INTERESTING: Spice up this average toy-chaser with some 'fun' vehicle options.

GUEST TIP

MR T. PITIES YOU

Yes, once again it's time for those cheats that we don't like to release – the ones that shorten the lifespans of otherwise worthwhile games. We have to give you them – that's our job – but, we beseech you, listen to the advice of a stern, jewellery-wearing, pillar of the community. Once again, we present – Mr T.

"Listen up, fools. While playing *Armored Core 2*, press L2+R2+R3 – a 'Limiter Released' system error message will appear, and you'll have infinite energy for about a minute. Then the 'OB Down' system error will appear, and you'll power down for another minute. Obviously, I pity any energy-squanderin' fools that use this – I remember when we beat the fake A-Team with nothin' more than a melon-firing catapult made out of parts I found in a wheelie bin – but there you go. Incidentally, I ain't goin' in no plane, fool'

Y'ALL CRAZY: Get that fool Murdoch away from me, or I'll shove that cigar up yo'... ooh, milk.

WIRED UP

PSM2'S NET FILTER SORTS THE GOOD FROM THE BAD.

Franklin D Roosevelt once said, "The only thing we have to fear – is fear itself." Of course, he was living in a time before Dolby Digital and *Resi* games left us terrified of being scoffed by the undead. How are we supposed to cope?

ERADICATING FEAR

The Divine Life society's actually got plenty of sensible advice – but it's a little bit time-consuming. Still, if you've got a spare half-an-hour every morning, you might want to spend it repeating the 'Om Courage' mantra, and focusing on the lives of heroic people. We suspect this'd work, but we'd just end up eating more toast.
www.SivanandaDlshq.org/download/courage_fear.htm

THE PHOBIA LIST

No matter how much of an abject coward you are, take solace in the fact that there's a scientific sounding name for it. Imagine our delight that we can now dismiss our childhood traumas as Coulrophobia (that'd be fear of clowns) or that there's a word – Deipnophobia – for fear of making polite dinner conversation. We swear we're not making this up.
www.phobialist.com

ADAM'S NO FEAR PAGE

There's something worrying about No Fear slogans – apart from the fact that they're made up by pale men in suits, fears there to stop us from hurting ourselves. If you need further evidence, watch Adam – a No Fear devotee – doing back somersaults off high things. Then look at the 'Injury List' section, and feel smug.
www.angelfire.com/nt/nofear/main.html

FEAR GOD

Get a Fear God T-Shirt – complete with witty slogans like 'Every time you take a breath, seven people go to hell' and 'Jesus is coming back – and this time, no-one's going to CROSS him'. We wish we were joking. Be afraid.
www.feargod.com/T-shirts.htm

TEST DAURAGON C MIKADO

Our man Dauragon is the glorious leader of the internationally renowned Mikado group – and this month, he's writing tips for PSM2.

METAL GEAR SOLID 2

Dear PSM2,
I've heard that it's possible to get Snake to, um... give Ronaldo a rub down in the *MGS2* demo. Is there any truth to this rumour?
Michael Bruce
Aberdeen

Well, sort of. Look at one of the scantily-clad ladies in the posters in first-person mode, then call up Otacon – Snake'll look surprised, and Otacon'll ask if he's got nothing better to do with his time. If you *really* want some *Metal Gear* filth, you might want to have a quick look at *www.consolewar.com* for some footage of Snake, ahem, *dancing* with the guards to the pleasing funked-up strains of Kool and the Gang.

Hah! Mankind's desire is to be dominated by those with absolute power, and Dauragon C Mikado will not disappoint them. Wait... your stance is familiar.

Z.O.E.

Dear PSM2,
I've completed *Z.O.E.* a couple of times now, and to be honest, it's doing my head in. Is there any way of beating Anubis in the final battle? I just keep running away from him, and I feel like a bit of a wimp.
Jamie Rickett
North Yorkshire

Oh, so you intend to stop me by force? Very well. This is your reward for being such a nuisance.

Short answer – no, you can't. We've tried our best, we've used every weapon in the game, and we've even asked Konami. Nothing works. This could be a way of showing you that violence isn't always the answer – or it might be a cynical advert for the inevitable sequel.

RIDGE RACER 5

Dear PSM2,
I've got *Ridge Racer 5* – and I've heard that if you hold the lap record and total time record for every race in the standard Time Attack GP, that you should unlock a Duel mode where you race against the CPU to win extra cars. I beat all the records, but I still can't find it. So where is it? Please help me, I'm going mad.
Adam Halliday
Northern Ireland

Calm down, Adam. After you beat the times marked with a letter 'D' you'll be given the option to race against the Duel Cars.

Ah! Very good! You must have studied under Master Wong... in Eastern Cultures, they say there is only one way to repay your sensei – by surpassing him.

SSX

Dear PSM2,
I seem to have problems with two of my PS2 games. First there is *SSX* – in the trick book, I've completed all of the characters except for Hiro and Moby – when I try to do a certain grab with them, they do something completely different. Problem two is *TimeSplitters* – I can't seem to find the disk on the Normal level of Cyberden, so I'm pretty stuck there. Greetings from Norway!
Roger Engen
Hagavik

It's possible that you're using the wrong board with Moby and Hiro. Different designs result in different tricks – for instance, hitting all four shoulder buttons will do an Experimental on the BX and Freestyle, but it'll do the Cross when you're using the Alpine board.

As for *TimeSplitters*, you need to press the switch in the control room – the one with the windows looking down onto the rocket vents. Hit ⊗ near it, and it'll turn green, and a door'll be unlocked just behind you – the disc you need's on the launch pad.

But you cannot defeat me... even as a child, I always suffered the burden of being best... of being a worthy successor to my family name Mikado. See how utterly powerless you are!

TIMESPLITTERS

Dear PSM2,
I was wondering whether it's possible to roll in *TimeSplitters*. The computer characters seem to be able to do it, but I can't figure out how. I would be grateful if you could find out.
Andrew Mears
Via e-mail

Sorry, Andrew. We've talked to Free Radical Design about this, and you can't roll as the 'bots can in Story and Arcade modes – the closest you can get is ducking and strafing. It's annoying when the NPC do it, we can testify to that.

By God though, I *will* have my revenge on this accursed world, or my name is not Dauragon C Mikado. I'll fight you with one hand behind my back! I'll take all three of you on together! I'll... *my father never loved me, you know...*

POTTY TALK: Snake and Otacon reminisce about their romantic first encounter in *MGS*.

DUEL ENCRUSTED: Beat the CPU and let rip in a selection of specialist cars.

MOBY, DICK? Don't forget that different boards will give you different tricks.

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Sion Barzahd, perhaps, or Moby from *SSX*... who knows? If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to –

Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

TIMESPLITTERS: On the Chinatown level, it's possible to leave a proximity mine hidden in the bowl of the toilets on the ground floor. Perfect for catching out campers – especially in games of Capture the Bag.

SSX: Where you'd normally go into the multi-story car park on Merqury City, veer slightly left onto the ledge and grind the wire. It doesn't change your route much, but it makes the second jump a lot easier.

QUAKE 3: When you've got the railgun and a bit of time to spare, it's always worth sighting up on a particularly juicy power-up – if someone's running around near it, you know which direction they're going to head in...

CRAZY TAXI: On the Arcade level, if you find yourself near the beachfront and without a fare, try driving down into the sea – there should be at least three potential passengers snorkelling happily away down there.

CODE VERONICA: Stuck getting through that bleedin' metal detector? Drop all your metal items *including the lighter*, and get hold of the graphite – it's in the briefcase you'll find by the fire. Just stick it in the lathe, and bob's your uncle.

Z.O.E: To defeat Zombie Neith, begin firing your gun without using your Dash Laser attack. She should use her shield. Continue approaching her as you fire. Slash her up close – she won't be able to use homing missiles.

MGS2: If you're having trouble beating Olga, you can throw her aim off slightly by taking out the searchlight on the deck behind her. It won't help you with PSM2's 'Kill her in four shots' challenge, mind...

TEKKEN
THE NEXT LEVEL

... Or the part of the mag where we exploit the knowledge of people who are far, far too good at games. This month, the one that's probably produced more scarily obsessive frame-rate analysis and in-depth treatises than any other – *Tekken Tag Tournament*. Here's what the experts have to say.

The whole game is based on 3D movement, so sidestepping is key. Catching your opponent off guard and on the wrong axis can be useful in terms of gameplay – off-axis combos lead to big damage and force your opponent to tag, giving you more free hits.
Joey 'Mr Wizard' Cuellar
Winner of the Southern Hills Tekken Tournament 2000

I tend to pick Ling because she requires skill, and the average *Tekken* player can't control her. She's also got lots of moves that can catch an unwary opponent by surprise.
Ben Cureton
Moderator,
www.tekkenzaibatsu.com

Learning to buffer your moves is key – inputting commands that only take effect after the move you're currently doing finishes. It's the quickest way of doing certain moves, and it's especially effective with throws like Julia and Michelle's.
Rob Howard
Winner of the Unofficial London Tekken Tag Tournament 2000

›EVENIN' LADIES... ﾌﾊﾌｫ

THE BOUNCER

Your name's not on the list... you're getting Torpedo-kicked into a wall. Improve punter relations with PSM2.

GENERAL HINTS

During Story mode, the best thing to do is concentrate on beefing your stats up, rather than getting more moves. You'll probably want to stick with one character, too – even if your partners are fairly hard, they still don't fight much.

Remember, if you hear a whistle at any time when you're fighting, hit the taunt button, R1, for the trio attack move. It's not very damaging, but it's absolutely unstoppable. Except against Dauragon, who'll just block it and slap you senseless.

Try to weaken several enemies simultaneously – if you KO more than one within five seconds of each other, you'll get a Chain Bonus, which increases your Bouncer Points quite handily.

To increase the power levels of the extra characters, just keep beating them in Story mode. Every time you beat a character, they'll go up to the rank of the character you beat them with. During Dominique's event, she goes up to match whoever's escorting her.

EXTRA CHARACTERS

You'll unlock most characters for the Versus mode – including Echidna, Dominique, Mugetsu and PD-4 – by just completing the game. When you're trying to get those secret characters, though, things get a bit more tricky.

Topless Dauragon
Complete the game three times. After you defeat Dauragon for the second time, he'll get up again and fight topless, looking uncannily like a member of acrobatic '80s pop duo The London Boys. Hit him some more.

Leann Caldwell
Play through the entire game, only selecting Kou. After you defeat Dauragon for the final time you will view a FMV sequence which ends with you about to fight Leann. Win, and you'll unlock her in Versus mode.

Wong
Use only Volt or Kou through the entire game, but then select little Sion for the final battle against Dauragon. When the game ends, you'll see a flashback sequence where Sion remembers his teacher – beat him up to unlock him.

Sion's fifth costume
Complete the survival mode. You'll get a black-hooded version of Sion.

Kou's fifth costume
To get a version of Kou dressed as a Mikado trooper, just complete the Kou Leifoh: Super Spy event.

Alternate costumes:
Hold L1, L2, R1, or R2 and choose a person at the character selection screen. Note: This has no effect in Story mode.

THE SPECIAL EVENTS

The Mikado Train
When you're on the runaway train, finding the keycard will allow you to release the carriage containing the rocket fuel, and stop it from causing a flood when it hits the water tanks. To find it, just search all of the three boxes in the car – it'll always be in the last one you search. There's one on each bench, and one on the floor near the door. If you miss it, you'll have to go through the annoying bit where you're running away from rising flood water.

Kou Leifoh: Super Spy
If you're playing as Kou during the search for Dominique, there's a part where you can successfully bypass the Mikado special forces by learning their hand-signals. If you want the extra Bouncer Points, just fight them – but if you want Kou's fifth costume, you'll have to return each signal correctly without making any mistakes. Here's a guide to those signals...

SYMBOL	POSE	MEANING
△	Old man in thought	Maintain security using extreme caution
○	A lady's temptation	Await further orders
✕	Lonely warrior	Eliminate all targets in combat.
□	Unparalleled friendship	Improve communication

THE ENDINGS

Every character has two endings, each with subtle differences. For the first one, just complete the game with them. For the second, complete the entire game with someone else, and *only use them to beat Dauragon*. Simple.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join the hallowed order of PSM2's experts. Do you have the dedication to sit under an icy mountain stream without flinching? Well, that'll help.

WIN! → **QUAKE STUFF** Fancy winning a Quake themed fleece, keyring and sticker combo? We'll be running a *Quake 3 Revolution* league next issue, so send us your proudest achievements – **whoever impresses us most gets the gear.**

PROVE YOUR MASTERY!

PSM2 readers are better at games than *anyone*. Fact. When news of our *SSX* compo got round the web, quite a few Net-spods claimed that the scores we were printing *couldn't* be real. Well, they were – we've seen the videos. So, in Pro-Dojo, we're taking it a step further. Send us proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD. And if that's not enough of an incentive...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, you'll note that several of our league tables offer you the opportunity to win stuff – this month, it's the turn of *Quake 3 Revolution*. How does it work? Simple. Whoever impresses the cold, unflinching Challenge Ninja most – whether by an outstanding single score or a sterling performance throughout – gets the prize.

GET FAME AND RESPECT!

Ninjas tend not to reveal their faces – it helps them get away with stabbing all those people in the throat. Don't let that stop you, though – if you've got a message you need to the get to the world, or even if you simply want to impress members of the opposite sex, send us a photo and some of your musings. We'll print the worthiest warriors in every issue. **PSM2**

HOW TO ENTER

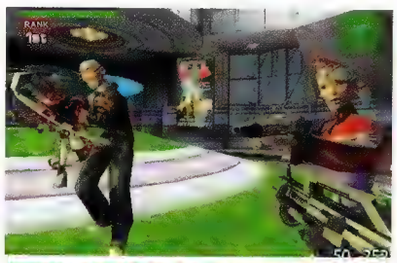
You'll need to provide photographic evidence of your achievements – see How To Prove It on pg 106. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for the competition's Monday 23rd July – get those entries in.

SSX

Justin Hope's already got the snowboard, but there's still glory to be had for *SSX* mastery.

TOP TIMES

Snowdream	**328,585**	**Kris Emeny**
	200,210	Richard Dixon
	190,020	Dominic Dixon
	180,090	John Lee
	164,125	Richard Carter
Elysium Alps	**513,765**	**Kris Emeny**
	490,775	Richard Dixon
	430,670	Dominic Dixon
	420,450	John Lee
	410,980	Richard Carter
Merqury City	**431,620**	**Kris Emeny**
	408,200	Richard Dixon
	376,020	Dominic Dixon
	324,440	John Lee
	318,450	Richard Carter
Mesablanca	**313,320**	**Matthew Kent**
	312,960	Richard Dixon
	290,200	Dominic Dixon
	220,035	Richard Carter
	212,120	John Lee
Tokyo Megaplex	**330,821**	**Kris Emeny**
	300,340	Richard Dixon
	282,450	Dominic Dixon
	233,670	Richard Carter
	229,560	John Lee
Pipedream	**636,450**	**Justin Hope**
	633,430	Paul Woodall
	629,480	Darren Skeet
	626,435	Ian Collis
	625,175	Dean Carr
Snowdream	**1'58"01**	**Paul Herold**
	1'59"25	Tim Schofield
	1'59"90	Andy Roberts
	2'02"55	John Lee
	2'05"34	Richard Carter
Elysium Alps	**4'19"20**	**Paul Herold**
	4'22"24	Andy Roberts
	4'24"21	Tim Schofield
	4'29"55	John Lee
	4'30"30	Richard Carter
Merqury City	**2'55"67**	**Paul Herold**
	2'57"43	Andy Roberts
	2'58"20	Tim Schofield
	3'01"21	Richard Carter
	3'04"98	John Lee
Mesablanca	**2'44"36**	**Paul Herold**
	2'47"72	Andy Roberts
	2'40"92	Tim Schofield
	2'42"35	Richard Carter
	2'44"67	John Lee
Tokyo Megaplex	**3'22"33**	**Paul Herold**
	3'24"80	Andy Roberts
	3'25"40	Tim Schofield
	3'27"56	Richard Carter
	3'29"21	John Lee



TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	**2'38"8**	**Chris Owen**
	2'55"3	Mark Danson
	3'00"4	Marcus Doe
Chinese	**2'40"2**	**Chris Owen**
	2'44"1	Mark Danson
	2'47"2	Marcus Doe
Cyberden	**1'42"6**	**Chris Owen**
	1'44"1	Mark Danson
	1'47"9	Marcus Doe
Village	**1'12"8**	**Mark Danson**
	1'15"9	Chris Owen
	1'17"9	Marcus Doe
Chemical Plant	**0'59"3**	**Chris Owen**
	1'01"9	Mark Danson
	1'05"3	Marcus Doe
Planet-X	**1'37"1**	**Mark Danson**
	1'40"6	Chris Owen
	1'42"1	Marcus Doe
Mansion	**1'38"3**	**Mark Danson**
	1'45"2	Chris Owen
	1'48"1	Marcus Doe
Docks	**1'32"4**	**Chris Owen**
	1'35"3	Mark Danson
	1'37"2	Marcus Doe
Spaceways	**1'12"2**	**Mark Danson**
	1'15"7	Chris Owen
	1'17"8	Marcus Doe

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

31 Wins Law and Paul	**Amir Chaumoo**
11 Wins Lee and Eddie	Gavin Eastwood
9 Wins King and Armor King	Sam Roberts
8 Wins Lee and Eddie	Eric Jacques
7 Wins Lee and Eddie	Jim Evans

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
249 Points Anna and Heihachi	Gavin Eastwood
237 Points Julia and Kazuya	Sam Roberts
221 Points Lee and Eddie	Eric Jacques
218 Points Lee and Eddie	Jim Evans

TIME ATTACK MODE

5'30"23 Jin and Paul	**Sam Roberts**
5'35"37 Ganryu and Baek	Gavin Eastwood
5'46"90 Bruce and Bryan	Duncan Richards
6'00"21 Lee and Eddie	Eric Jacques
6'02"21 Wins Lee and Eddie	Jim Evans

DEAD OR ALIVE 2

SURVIVAL MODE

14 Wins	**George Ridgley**
13 Wins	Johnny Chapman
12 Wins	Andrew Hunt
11 Wins	Craig Vaughan
10 Wins	Andy Finnegan

TIME ATTACK MODE

6'30"46	**George Ridgley**
6'45'09	Andrew Hunt
6'50"02	Johnny Chapman
7'00"21	Craig Vaughan
7'05"23	Andy Finnegan

MOTO GP

JAPANESE GP SUZUKA

2'02"900	**John Hamilton**
2'03"220	Ed Dawson
2'04"450	Doug Bradbury
2'05"32	Andrew Perry
2'09"21	Pete Johns

FRENCH GP PAUL RICARD

1'22"543	**John Hamilton**
1'23"550	Ed Dawson
1'25"452	Doug Bradbury
1'28"233	Andrew Perry
1'30"321	Pete Johns

SPANISH GP PEREZ

1'44"022	**John Hamilton**
1'45"230	Ed Dawson
1'47"321	Doug Bradbury
1'50"231	Andrew Perry
1'53"320	Pete Johns

BRITISH GP DONINGTON

1'32"110	**John Hamilton**
1'34"432	Ed Dawson
1'36"431	Doug Bradbury
1'37"239	Pete Johns
1'39"532	Andrew Perry

PACIFIC GP MOTEGI

1'54"990	**John Hamilton**
1'55"231	Ed Dawson
1'57"532	Doug Bradbury
1'59"332	Pete Johns
2'01"390	Andrew Perry

RIDGE RACER 5

PARKTOWN

0'57"290	**Matt Kerrigan**
0'59"231	Doug Bradbury
0'59"298	Ed Dawson
1'02"233	Keith Townsend
1'05"566	David Watts

OUTER PASS

1'13"333	**Matt Kerrigan**
1'15"390	Ed Dawson
1'17"980	Doug Bradbury
1'17"996	Keith Townsend
1'21"323	David Watts

ABOVE THE CITY

1'23"345	**Matt Kerrigan**
1'25"235	Ed Dawson
1'26"312	Keith Townsend
1'28"353	Doug Bradbury
1'29"656	David Watts

BAYSIDE LINE

2'07"900	**Matt Kerrigan**
2'10"656	Ed Dawson
2'11"234	Doug Bradbury
2'12"321	Keith Townsend
2'13"895	David Watts

99 LAP RACE

1h 35mins	**Pete Stevens**
1h 37mins	Ed Dawson
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend
1h 44mins	David Watts

RACE RECORDS

PARKTOWN

2'58"123	**Matt Kerrigan**
2'59"324	Ed Dawson
3'01"536	Doug Bradbury
3'03"298	David Watts
3'05"295	Keith Townsend

OUTER PASS

3'41"533	**Matt Kerrigan**
3'45"193	Ed Dawson
3'46"331	Doug Bradbury
3'47"590	David Watts
3'49"987	Keith Townsend

ABOVE THE CITY

4'12"436	**Matt Kerrigan**
4'13"255	Ed Dawson
4'14"433	Doug Bradbury
4'16"056	Keith Townsend
4'18"903	David Watts

BAYSIDE LINE

6'12"990	**Matt Kerrigan**
6'13"212	Ed Dawson
6'14"450	Doug Bradbury
6'18"070	Keith Townsend
6'19"001	David Watts

PSM2 GAMER OF THE MONTH

DOMINIC DIXON

He might not be top of the table, but we've still got a lot of respect for Dominic – he's put in a decent score on every *SSX* Showoff table, and he's only nine. Of course, being a ninja, He's been training almost since birth, but it's still not a bad start.

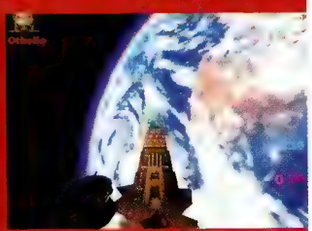
Send in your photo to the pro-dojo address, and put yourself in the running for gamer of the month. Easy.

TRAINING TIP OF THE MONTH

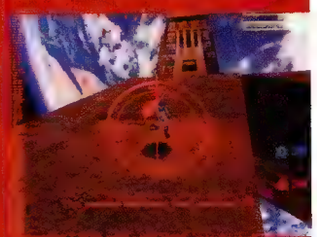
#01 SNIPING

It's a vital skill in every FPS, but it's most important – and effective – in *Unreal Tournament*. Here's how to train.

STEP 1: Pick *Instagib*, World's level, set the number of bots to eight and the skill level to Novice. As soon as the level starts, go for the central teleporter, then stay at the top of the level, taking people out at your leisure. Focus on smooth zooming and movements, and remember to lead your victims slightly. That'll earn you the basics.



STEP 2: Go to *Deathmatch* world again, but tell your troops to defend, then go for the flag yourself. You'll have to start varying the amount you zoom in by and – less enjoyably – look out for enemy snipers.



STEP 3: Challenge your mates to a game on a level with lots of sniping opportunities. Mercilessly pick them off from a distance all the time. Laugh.

>TRAIN YOUR FINGERS シラカ

IN THE DOJO

The PSM2 Challenge Ninja invites you into his domain. And sits on your back while you do press-ups above a burning incense stick.

KUNG-FU GRIP OF THE MONTH

#01 THE TEKKEN CLAW

Pulling off advanced moves in *Tekken's* tricky – they usually involve hitting two or three buttons at once, which you can't really do by just using your thumb. The solution? Grip the pad extra-tight with your left hand, then use the right as a sort of claw, using your first two fingers to jab the punch buttons, with your thumb and ring finger taking care of kicks. With a bit of practice, you'll be able to execute moves like Nina's triple arm break with ease – without the social stigma of resorting to the shoulder buttons. Don't get carried away, though – some advocate the legendary 'double claw' – in which you use the same grip for the D-pad side. They are, of course, mad.

LIKE AN EAGLE: Strengthen your fingers with repetitive tapping - try it while you're watching TV.

BLACK BELT CHALLENGES

ENTER THE DOJO

To call yourself a true master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – they're a bit like the 36 Chambers of Shaolin, except there's less of them. Together, they represent every type of game on PS2 – fighting, driving, shooting things and bouncing around. If you can manage even half of them, we'll print your name and a message of your choosing in the mag. You've got 20 words to say what you like – say 'hi' to your mum, promote your punk-grunge band, propose to your girlfriend, or denounce materialism. We don't mind, as long as it isn't obscene or libellous.

3 CHALLENGES – 1st DAN

5 CHALLENGES – 2nd DAN

7 CHALLENGES – 3rd DAN

THE RULES

As of next issue, we'll be printing the names of our Black Belt Challengers. We'll also be rewarding the ones who impress us most with all sorts of game-related goodies. Trust us, it's going to be worth it...

- To enter, just send us a filled-in entry form with the required proof. If you don't fancy cutting up your copy of PSM2, photocopies are fine.
- The address to send those entries is **PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW**. And remember, we put the mag together quite a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.
- If you're allowed to use cheats, we've mentioned it in the challenge. Otherwise, foul play invites instant blowfish-venom-tipped-blowdart retaliation. We know a doctored score when we see it.
- Unfortunately, we can't return your photos or videos. Sorry.
- Make your messages non-threatening – a heartfelt ode to Angelina Jolie's fine, but we won't be printing any death threats against Dane Bowers.

HOW TO PROVE IT

Taking photos

Turn off/cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us GIFs, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos

Is even simpler – just connect your PS2 through the video, and get five seconds or so showing each screen. Easy.

METAL GEAR SOLID 2

Fancy playing *MGS2* before it turns up in the shops? We'll be giving away a copy a full week before it officially arrives in the UK – plenty of time to perfect your stealthy cap-popping before your mates even get a sniff of it. All you have to do is complete the *MGS2* demo, type the clearance code you're given into the KCEJ website, enter your name followed by PSM2, then complete and send in the entry form below. The highest-scoring PSM2 reader will get the game, and the top three scorers will bag an exclusive *MGS* boxed set for PSone, signed by Hideo Kojima himself.

RULES

Play the demo on the default setting – that's Normal difficulty, Radar Type 2. Then enter your clear code at *http://www.konami.co.jp/kcej/products/mgs2/mgs2_t_IR//index_e.html*. The closing date for the competition is Tuesday 6th November, 2001.

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name ..... Age .....
Address .....

I've got the following scores...

Game ..... Score .....

MGS2 Challenge...

Ranking: ..... Time: ..... Shots fired: .....
Clearence code: .....

And I've also completed these challenges...

- SSX ❑
- Sky Odyssey ❑
- Tekken Tag Tournament ❑
- TimeSplitters ❑
- Rayman Revolution ❑
- Star Wars: Starfighter ❑
- Dead Or Alive 2 ❑
- Moto GP ❑
- Z.O.E. ❑
- Ridge Racer 5 ❑

And my message to the world is...

STUDENT

STAR WARS: STARFIGHTER

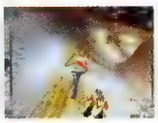
The Challenge: Come first in the Canyon Sprint bonus mission. You'll need a near-flawless run to beat Essara.
The Proof: A photo of the Mission Complete screen – with the Beat Essara screen ticked on it.
The Tip: Use the OVERSEER and MINIME codes to unlock the Darth Maul Interceptor and make yourself invincible. You'll still need to be pegging it.

SKY ODYSSEY

The Challenge: Get an A Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame. Tricky.
The Proof: A photo of the assessment screen with your rating on it.
The Tip: If you can get the extra planes, you're welcome to use them. But we haven't yet found anyone man enough to pilot the Shinden Kai through the canyons at full pelt.

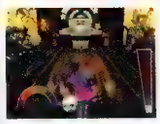
SENSEI

SSX



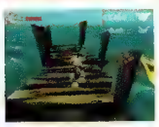
The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. You're allowed to use the Unlock Everything cheat to max out your character's stats.
The Proof: A photo of the hi-score table with your time on it.
The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second Danger sign to get the complete rail short-cut.

TEKKEN TAG TOURNAMENT



The Challenge: Get a score of 280 or higher in a game of *Tekken* Bowl. You can use whichever characters you like.
The Proof: A photo of the results screen, with your characters on it.
The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling are a good combination.

RAYMAN REVOLUTION



The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?
The Proof: A photo of the screen showing you how many Lums you've collected... with more than 900 on it. Obvious, really.
The Tip: You'll only get a couple of hundred Lums by scooting straight through the game – revisit areas you've already completed to get them all.

DEAD OR ALIVE 2

The Challenge: Get more than 12 Wins in Survival mode with any character. You can even use Tengu and Bayman, if you've unlocked them.
The Proof: A photo of the hi-score table with your initials on it.
The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

PSM2 MASTER

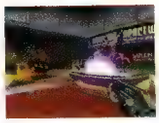
MOTO GP

The Challenge: Complete a lap of Donington in less than 1 minute 33 seconds.
The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.
The Tip: You'll probably want to unlock the Honda NSR500 before you even try this.

RIDGE RACER 5

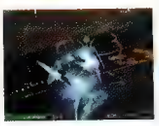
The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode.
The Proof: A photo of the car selection screen with the Caddy on it.
The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest. You'll never beat the Caddy on the flat, so this one's all about precise cornering.

TIMESPLITTERS

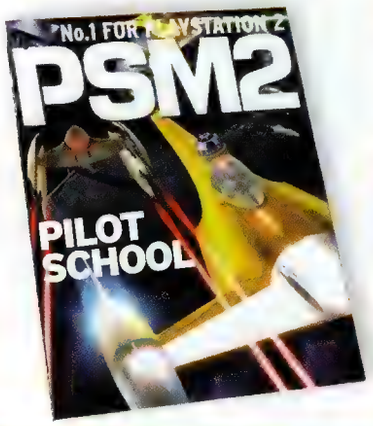


The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds.
The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.
The Tip: Refer to our guide in issue four, strafe a lot and ignore the medikits.

Z.O.E.



The Challenge: Get an overall ranking of A by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to have a chance.
The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.
The Tip: If the fighting gets a bit frenetic and you're surrounded by buildings, close with your opponent, grab him and steer him towards orbit. It's the only way to save the poor civilians.



Adventure? Excitement? A Jedi seeks not these things – but everyone else can get plenty of them with our *Starfighter* missions and bonuses guide.

- **DEVELOPER** LucasArts
- **PUBLISHER** Activision
- **GAME TYPE** Shoot-em-up

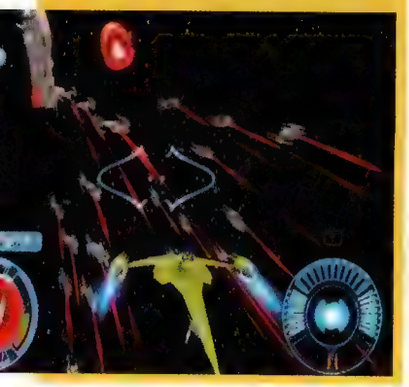
STAR WARS STARFIGHTER

THE AIM OF THE GAME

As with Episode One, the actual plot of *Starfighter's* all to do with the evil Trade Federation and their economic stranglehold on Naboo. Don't fret, though – what this boils down to in gameplay terms is that you simply zip around blowing things to bits, and everything sorts itself out eventually. If only real-life was that simple, eh?

MEN ON A MISSION

In each mission, you're given a set of primary objectives which you have to complete, but you'll also find a set of bonus objectives – ranked in difficulty as Bronze, Silver and Gold. Completing these nets you all sorts of rewards, from bonus missions to the ship everyone really wants to fly – the super-sleek Darth Maul Interceptor. It's these we'll be concentrating on, because they're usually much more difficult than the main objectives. If you can't be bothered, you'll find a complete list of codes in Access All Areas, but heed the words of Yoda: "Once you start down the dark path, forever will it dominate your destiny... consume you it will." Yes.



›ATTACK! ATTACK! ATTACK! 7/11=7

THE MISSIONS

Fancy yourself as the next Biggs Darklighter? You'll need to go above and beyond the call of duty – which is why we've provided you with a handy guide to all of the game's bonus missions.

MISSION 1: NABOO PROVING GROUNDS

MISSION OBJECTIVES

Oh, come *on*. If you can't manage these on your own, then you're beyond help. You'll have to try harder.

BONUS OBJECTIVES

Destroy all bonus mines

There're eight of them in the third canyon – where you're chasing the two holo fighters. Take out the first fighter quickly, from a distance, before you reach the mines far into the canyon. To find the bonus mines easily, use the ▲ button to target them.

Complete mission in less than four minutes

Until the second canyon, you can afford to take the level at full boost and still take out the mines. The only real problem is the group of holo fighters you'll face in the clearing – take them out while they're still in a group. When you're fighting Essara, line her up your sites before the target around her turns red, then hammer away. You should be able to take her out in around five seconds and complete the mission in three minutes.

Win race against Essara

Never take your finger off the boost button, fly near the top of the canyon and always focus on the next turn. This actually isn't too tricky.

MISSION 2: THE ROYAL ESCORT

MISSION OBJECTIVES

Protect the Royal Starship

Again, this is fairly easy. To keep the Royal Starship in sight, just use the objective pointer on your HUD – it'll always point you in the right direction. Just blow up anything that goes near it. The only tricky bit's when you're in the asteroid belt – keep an eye out for floating bits of rock, because you'll look pretty daft if you bang into them.

MINE, ALL MINE: Just give the brakes a quick nudge as you hit the clearing, then blast the mines to bits.

BONUS OBJECTIVES

Royal Starship takes no damage

This shouldn't be a problem – don't be afraid to take out waves of ships with your torpedoes before they can get close enough to do any damage. The Royal Ship *can* afford to take a hit or two – just don't let its shields get knocked out.

Destroy all Mercenary Daggers in under one minute

Tricky. When the first three ships appear, cycle through the targets until you find the Dagger. Take it out and three waves of three daggers each will come at you – take them out from a distance with your torpedoes.

Rhys destroys all Mercenary Diagonas

As soon as you've taken out the daggers, target the Diagona from the first wave – you need to hit it before Essara does. The remaining four Diagonas turn up as you're entering the asteroid belt, but they shouldn't be a problem.

MISSION 3: CONTRACT INFRACTION

MISSION OBJECTIVES

Destroy all Scarab Fighters

Easy. There are 20 of these, and they'll come at you in four waves. Just tag them all before you start firing the nano-missiles, and you literally can't miss.

Destroy all Hunter-Seeker Droids

Boost away from the Landing Ship as soon as the last Scarab goes down and then

when the first Hunter-Seeker becomes targeted, turn around and start tagging. As log as you keep your distance, this is no problem.

Defeat Mercenary Fighters
Take these out as soon as they appear, and don't wait for them to attack you first. They're absolutely terrible.

BONUS OBJECTIVES

Tag all Scarabs
This is just a way of training you to use Vana's ship – simply make sure you don't fire a nano-missile shot until you've tagged every Scarab.

Complete Mission in under four minutes
Just tag everything when it appears and you won't have to waste time dogfighting. D'ya see?

Destroy all Mercenary Fighters
Again, this is all about the tagging – but make sure you take out the Diagona first, as it's usually the first to do a runner.

TAG IT UP: Once you've got a nanomissile lock, anything's easy pickings - even if you're facing the wrong way.

→MISSION 4: SECRETS ON EOS

MISSION OBJECTIVES

Destroy eight Shield Generators
Follow the energy streams that crisscross the surface of the shield to their sources on the ground. All you have to do is take out seven of them – tagging helps, but the mountainous terrain means it isn't completely infallible.

BONUS OBJECTIVES

Destroy Dispensers before Droids are launched
This is worth doing anyway, so you won't have to worry about the Hunter-Seekers. Cycle through your targets, then tag 'em and bag 'em. You've got a minute or so to do this, and there are six dispensers to take out – but they can't dispense while you're shooting them.

Destroy all Miner Droids
There are eight of these, and they can't be targeted – but they all pass through the same route – hang about above the lava pool, and zap them from a distance.

Complete Mission in under eight minutes
This is actually so easy we suspect it was tacked on as an objective. Just don't mess about too much.

POWER LINES: Just follow the red lines to the generators - then nip round the back to take 'em out.

→MISSION 5: PIRACY ABOVE LOK

MISSION OBJECTIVES

Disable one Super Freighter
All you need to do is take out the shields on one of the Super Freighters – go for the one bringing up the rear, and the other ships'll have a hard time targeting you.

Destroy all Scarab Fighters
If you're trying to get a Gold medal, you can afford to leave most of the dirty work to your wingmen.

Destroy Trade Federation Repair ships
These don't automatically appear on your targeting system, but they pop up at the same time as the Missile Frigate – cycle through to find them.

Destroy all Droid Starfighters
Moments after the last Scarab is destroyed a swarm of Droid Starfighters will appear. Try to take them out while they're still in groups of three, but leave some to your wingmen.

BONUS OBJECTIVES

Destroy four Trade Federation Freighters
As soon as you cripple the Super Freighter you'll want to home in on the other smaller Trade Federation Freighters trailing the fleet. Ignore the Scarabs, because if you're not pretty quick at destroying the Freighters, they'll jump out of the system. Each one takes about half of your bomb payload to destroy.

Complete mission in under seven minutes
As long as you can take out the Droid Fighters while they're still in groups, this won't be any bother.

Destroy Missile Frigate
While you're battling the Scarabs you'll be notified by one of your wingmen about the Frigate's arrival. Just let your entire payload go at it.

→MISSION 6: VALUABLE GOODS

MISSION OBJECTIVES

Protect Pirate Freighter during loading
Keeping the Freighter alive isn't too tricky – but actually *surviving* is, so watch your shield levels.

Escort Pirate Freighter
Tell your wingmen to protect the Freighter, then scoot along the riverbed taking out the tanks and sentry guns. If you're dead at this point, it's probably because you flew into one of your own explosions. Calm down.

BONUS OBJECTIVES

Destroy Dropships before tanks are launched
As soon as the level begins hit your boost towards the two Dropships descending on the far side of the Pirate Freighter. Start shooting at the same time and call in support from your wingmen. Towards the end of the mission, watch out for the third Dropship descending by the entrance of the cave. Wait until it gets low enough, then trash it.

All Pirate Speeder Bikes must survive.
Be careful about where you're flinging the energy bombs – they're actually the main threat to the bikes. Use sniper mode to take out the tanks converging on the freighter from a distance, then watch out for more of them as the bikes start the run down the river.

Destroy Recovery Freighter
After the first two Dropships are destroyed, go and attack the Recovery Vehicle found above the terrain to the right of the river. You'll have to be quick, though, as you're effectively leaving your Speeder Bikes open to fire from the tanks.

→MISSION 7: EYE OF THE STORM

MISSION OBJECTIVES

Protect Evac Transports during loading
Horrible. As soon as the mission starts you'll need to destroy as many of the Scarabs as you can in about ten seconds because two Dropships are approaching and if they unload their cargo of tanks in the crater, you've had it. As soon as your co-pilot warns you about the Dropships, unload everything you've got at them, and tell your wingmen to join in. Phew, eh?

BOMB JOLLY: Get close enough to the Dropship, then brake, unload and pull up. *Quickly.*

LEARN, YOU MUST

FLYING SKILLS

It's all very well shooting womp rats back home, but when you've got a brand new N-1 Starfighter to play with, you'll want to be a bit more careful. To get you started, here's a guide to the skills you need to master – with a handy training mission for each. If you can complete all these, you'd have no problem slotting a couple of missiles up the Death Star's exhaust pipe.

SNAP ROLLING
Accelerate, roll, and pull up at the same time – you won't lose any speed. It's the quickest way to turn in canyon-based missions, and a handy way of avoiding enemy fire. This is especially vital with the Havoc, due to it's large, flat design.
TRAINING: Do the Canyon Sprint mission with your finger on the boost button *all the time*.

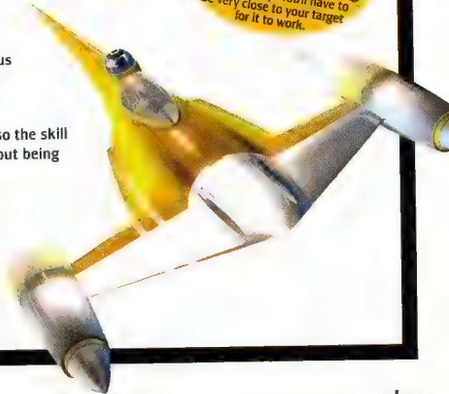
POWER SLIDES
To power slide, accelerate, let go of the accelerate button, then roll and pull up at the same time. Because of your inertia, you'll continue to go in the direction you were going, but now facing in the opposite direction.
TRAINING: Type in ANDREW on the Codes menu, then have a two-player Capture The Flag game – power sliding into a screaming attack run's the perfect way to get a persistent opponent off your tail.

SNIPING
An odd addition to a flight sim, but a very effective one. Use this as much as you can – if no-one's shooting at you, hold L2 to keep the brakes on, and you can stay still while you're taking everyone out.

TAGGING
The best way of taking people out with the Guardian Mantis – it virtually wipes out anyone's shields, helps you recharge and guides your nano-missiles to their target. Use it constantly.
TRAINING: Do the Charm's Way bonus mission, and try to tag *everything*.

BOMBING
You've got a target on the ground, so the skill here isn't hitting things – it's all about being aware enough to avoid blowing yourself up. Get the range right, and remember to pull up sharply as soon as the last bomb's gone.
TRAINING: Complete the Ground Assault practice mission without using your lasers.

PSM2 TOP TIP!
ION ENCUMBRANCE
This is Vana's secret weapon – in the later missions, hold down ◎ to charge it up. You'll have to be very close to your target for it to work.



►For the rest of the mission it's all about murdering anything that breaches the perimeter. Take out any tanks that get inside, but watch out for groups of them dropping from the Landers – they're easy meat. Heh.

Protect Inferno Turret

Since the Inferno Turret is in the same spot as the Evac Transports, satisfying Mission Objective One will also take care of this objective.

Escort Evac Transports

Simple – the biggest threat's the Bombers, so take them out in Sniper mode, and watch out for Scarabs.

BONUS OBJECTIVES

Destroy Dropships before tanks are launched

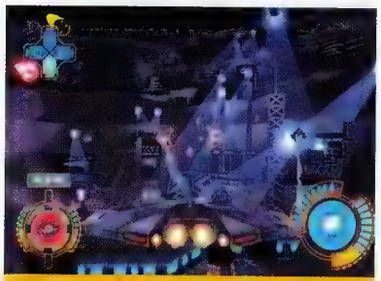
Boost as soon as the mission starts, target one Dropship and assign the other to your wingmen. The second set of Dropships can be targeted and destroyed shortly after you help out Jenkins – they appear out past the Landers.

All Decoy Freighters must survive

Once the decoy Pirate Freighters launch all you have to do is keep the Bombers off their backs as they escape. Constantly check your targets and switch them manually so no-one creeps up on you.

Escort Jenkins

Jenkins is on the run on a Speeder Bike – as soon as you're alerted to him your target will switch to the first Scarab chasing him. Try to take out most of the group while it's still in formation, then assign a wingman to protect Jenkins and leave him to it.



IN THE SPOTLIGHT: Stay fairly central, and you'll be able to respond quickly to any threat.

→MISSION 8: TAKING THE OFFENSIVE

MISSION OBJECTIVES

Destroy Orbital Satellites

Mines surround the four Orbital Satellites that help target the massive planetary laser, so use sniper mode to take them down. Destroy the Freighters as soon as they arrive.

Destroy escaping Trade Federation Freighters

As soon as the two Freighters appear you'll want to boost straight for them and fire away. Your wingman will let you know when they appear and your R2 unit will switch your target to the closest one. They are pretty easy to take down – save your torpedoes for the heavily shielded Satellites. Just don't follow them exactly, as they're dropping mines.

BONUS OBJECTIVES

Destroy escaping Super Freighter

After you've destroyed the first two satellites some Scarabs will appear along with a Super Freighter. It won't be automatically targeted, so you'll have to do a manual switch.

Destroy all Trade Federation Fighters

Don't destroy the final satellite until all the fighters are destroyed, but soften it up a bit while you're waiting – this'll help with the next bit...

Complete mission in under seven minutes

This is very difficult – you'll need to switch targets quickly, so that the next waves are appearing as you're wiping out the first lot.

→MISSION 9: THE CRIPPLING BLOW

MISSION OBJECTIVES

Blow Everything Up

The turrets are a nuisance in this level, but they've got two weaknesses – they can't spin all the way around, and they've got a little blue light on the back that's very vulnerable to sustained shooting. Your wingmen are fairly good at shooting them, but make sure all the ones around any given objective are gone before you start shooting at it.

BONUS OBJECTIVES

Destroy Command Centre in under one minute

Destroy the two turrets between you and the Command Centre using Sniper mode, then charge your Plasma Scourge attack. Drop it on the Command Centre and follow it up with a heavy blanket of laser fire. Should do the job, nicely.

Destroy Planetary Gun

The Planetary Gun is almost directly behind the Power Station and is guarded by two turrets. Attack the Planetary Gun after you destroy the Main Factory – it should be the third thing you take out.

Complete mission in under eight minutes

Since you need to take out most of the turrets in the level just to survive, you can't skip doing so just for the sake of time. Use your Plasma Surge attack to destroy all the buildings in the level, and completely ignore the Scarabs and Hunter-Seekers.

→MISSION 10: THE NEW RESISTANCE

MISSION OBJECTIVES

Disable one armed Freighter

At the very beginning of the mission start tagging and destroy the approaching swarm of fighters from a distance using your zoom button. When they pass, take as many out as you can while they're still in a group, but then go after the Super Freighters with Vana's Ion Encumbrance attack.

Protect captured Super Freighter

Simple. As long as you don't get swamped by fighters, there's no chance of this happening – leave your wingmen to get on with the next bit...

Destroy armed Freighters

There's no easy way of doing this – just keep charging the Ion burst, and take out fighters while they're still in packs. Remember to keep your wingmen occupied, too.

BONUS OBJECTIVES

Destroy all Droid Escape Pods

As soon as you destroy the first Trade Federation Armed Freighter three Droid Escape Pods will be ejected. Your wingman will let you know they've been released but they won't automatically appear as targets. Cycle through the available targets until one pops up. They'll all be together, so tag and destroy them.

Complete mission in under eight minutes

Which is a bit of a pain in the proverbial, since you can't finish the mission until Reti's ready to leave. Don't get distracted by the fighters, and line-up on the disabled freighter after Reti warns you that he's about to leave – then destroy it as soon as he's gone.

Destroy all Missile Frigates

After the first four Freighters go down three Missile Frigates appear – take out their shields with Ion bursts, and assign the Scarabs who are now working as your wingmen to attack them.

→MISSION 11: MIDNIGHT MUNITIONS RUN

MISSION OBJECTIVES

Escort Reti to Resistance Base

According to the game's creators, this is the hardest level in the game – mainly because Reti's a complete cretin. You'll want to boost on ahead of him and eliminate all enemies before they can even fire on Reti – ignore his pitiful whining and stay well in front. You can afford to miss about one tank in the canyons, but you'll have to take out everything in the clearings.

Rescue N-1 Resistance Escorts

Taking out all four Scarabs in the third clearing handles this objective. The escorts are fairly tough, so don't worry about them too much.

Defend Resistance Base

Hit the brakes as you approach the end of the last canyon, then use the sniper mode to pound the attacking force from a distance. Serves 'em right.

BONUS OBJECTIVES

Destroy all AMTs

There are 10 of these. Five are in the third clearing attacking N-1 Resistance fighters, but five more are cunningly hidden back down the previous narrow canyon, under or near each of the five Turret Mines. If you've got the time available, it's worth looping back to find them – they seem to be easier to spot when you're on the way back.

Destroy all Dropships

There're three of these – the first two are in the first clearings you come across, and the last one's hovering above the action at the Resistance Base. Use two torpedoes on each, you don't need to lock-on before you fire.

Complete mission in under seven minutes

Don't waste time going back for anything. You've got to shoot everything down the first time you encounter it.

→MISSION 12: RESCUE ON THE SOLLEU

MISSION OBJECTIVES

Protect Rescue Boats

For a change of pace, the medals are easy pickings on this level, but the mission itself's an absolute swine. If you fly too low, you'll take fire from all sides, so assign your wingmen to protect the boats, get some distance and take out the turrets in sniper mode.

Destroy Turret Droids on Prison Camp islands

There are nine of these – and if they get a lock on you they're deadly, so boost away as soon as you start drawing fire.

Provide escape route for Rescue Boats

This means blowing up the shield generators – but don't do it until you've taken out most of the opposition, or the boats'll trundle through the centre and get murdered.

Protect Resistance Freighter

This just involves destroying a couple of waves of bombers. You should be used to that by now.

BONUS OBJECTIVES

Destroy all Turret Droids

There are 24 Turret Droids in all, and you have to take out the first nine as a primary objective – leaving the 15 along the canyon. Just go for them as they pop up on the HUD – since the rescue boats are so slow, you'll probably have time to go back for a second sweep if you miss any.

Destroy Dropship before Tanks are launched

You've got to zoom through the canyon to do this one – worry about the turret droids later. If you're any good, you'll have a full rack of torpedoes at this point – unload the lot.

Destroy all Droid Starfighters

As if you haven't been doing that for 12 missions already.

POWER CUT: You only need to knock out one of the two shield generators to clear the way.

SHIELD OF DREAMS: Unlike the enemy, you can fly straight through the big shield for a nifty short-cut.

MISSION 13: LAST STAND ON NABOO

MISSION OBJECTIVES

Protect Resistance Turrets

Destroy all the HAGs first, as they're the biggest threat to the turrets. Just make sure you don't run into your own energy bombs, then go for the AATs and Bombers. About halfway through, Bravo Flight arrives, and everything calms down a bit.

BONUS OBJECTIVES

All Resistance Turrets must survive

This is easily the most irritating Bonus Objective. You can take out every HAG, tank and STAP before they get close to the turrets and a Scarab can come down and blow one up while you're elsewhere. You'll only pull this off by using your wingmen.

Destroy all Scarab Fighters

After Bravo Flight arrives, you've got less to worry about – just make sure you take out all the Scarabs before you finish off the tanks and bomber.

Complete Mission in under 12 minutes

You should be able to do it in nine. This is stupidly easy.

MISSION 14: THE FINAL ASSAULT

MISSION OBJECTIVES

Destroy all Receiver Stations

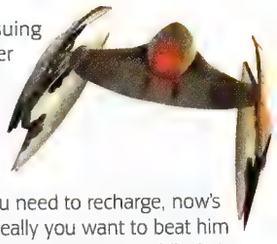
There are 14 of these – 11 around the ring, and three clustered in the tower area by the engines. Just look out for predatory Droid Starfighters and the six grenade-launchers over by the tower area of the ring by the engines.

Destroy all Droid Starfighters

Or leave your wingmen to it – this is just a chance to get some target practice in. Take out those grenade-launchers while you're at it.

Destroy Mercenary Leader

This takes *ages*. Shooting the Mercenary Leader isn't too tricky, but he launches lots of homing missiles – you'll want to shoot them down, then brake and turn sharply to avoid the ensuing explosion. After you take out his shields, the force shield blocking the docking bay will be lowered. If you need to recharge, now's the time – but ideally you want to beat him inside and take out the turrets while he's chasing you. Avoiding him in the next bit's probably the most difficult part of the mission, but after he flies off you'll be able to recharge. Take the next bit slowly, and blow up everything from a distance.



In the next section, there are two tunnels near the ceiling – ignore them. Instead, blast the cargo in the recessed floor area in the back of the second hanger and fly through the tunnel at the bottom. You'll enter a small room with four tanks. Carry on through the next tunnel – you'll fight the Mercenary Leader in the next hanger. Here you'll want to take out most of the Droid Starfighters, then retreat to the tunnel and recharge for the last fight. As long as you've got a full set of torpedoes, you should be able to wear him down.

Destroy Shield Reactor

The Shield Reactor is behind the yellow glowing wall across the main hanger from the red energy room. Blow it up.

Escape

Once you destroy the Shield Reactor all you have to do to escape is to fly out of the open hanger on one of the walls in the main hanger. Pretty simple really. Don't use the tunnels.

BONUS OBJECTIVES

Destroy Receiver Stations in under 2 minutes

Easy. Just tell your wingmen to cover you while you're doing it.

Destroy all interior ceiling turrets

There are only four of these – two in each hanger. Just cycle through your targets and blast them.

Destroy all Lander Assembly Cranes

There're only two of these – one in each of the first two hangers. They take ages to destroy, but don't waste your torpedoes on them.

HANGAR TIME: This is one of the assembly cranes you'll need to waste - it takes a while, so don't give up.

SEEING STARS

There's more weirdness in *Starfighter* than you'd find at last orders in the Mos Eisley Cantina – if you know where to look. Fortunately, we've already probed its darkest corners for you...

CHRIS CORRY

Lead programmer Chris Corry's put himself in the game – along with a cheeky tribute to Dr Strangelove. In the Charm's Way Bonus mission, when approach the second missile frigate, two escape pods will be launched – one of them's called the 'Chris Corpedo'. Zoom in on it to see an android riding it and waving his hat in the air. Yee-hah.

GRIM FANDANGO HOTROD

As a bonus for coming in first in the Canyon Sprint Bonus Mission where you race through the canyons of Naboo against Reti, Nym, Vana and Essara a giant hotrod from the LucasArts game *Grim Fandango* appears in the final canyon.

OUTLAW GALLERY

This is in the very first mission. Instead of following Essara, turn around and go the other way. You'll fly in to a large room and you can view artwork from a game called *Outlaw*.

BURGER DROID

Enter DIRECTOR on the Codes menu, then go to the Fighter Training mission. After a few seconds you'll be shown an asteroid with a droid on it barbecuing burgers.

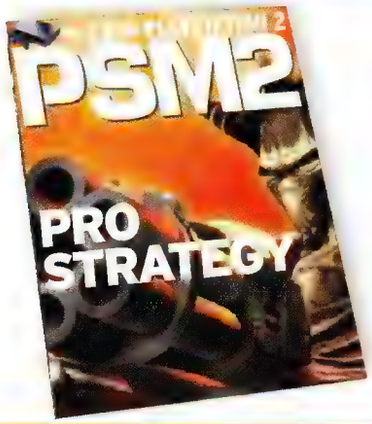
PSM2 TOP TIP!

N-1 STARFIGHTER

Once unlocked, you'll be able to take out entire squadrons with bursting flak-torpedoes. Enter BLUENSF as a code if you're too lazy.

PS2 TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



Our Campaign guide concludes, as we demolish the final episode in record time and reveal the best multi-player tactics from developers Bullfrog.

- **DEVELOPER** Bullfrog
- **PUBLISHER** Electronic Arts
- **GAME TYPE** First-person shooter

THE AIM OF THE GAME

If you were with us last month, you'll already know the best characters and weapons. So this issue, we're focusing on the tough final tiers of the Campaign mode. With our developers' secrets and time-saving tactics, you should nail the extra objectives on each level with ease. Remember, the more efficiently you finish each level, the more attribute points you gain. With a full-strength character, you can easily stamp over your pals in multi-player Deathmatches. What more encouragement do you need? Furthermore, if you complete the final bonus tier, the Mistress and Reaper are unlocked as playable characters. Rather neat.

DEATHMATCH GAMES

Standard Deathmatches hinge on tactics as much as reactions. Learn your opponent's favourite hiding places and try to get there first – but carrying a bigger weapon. When they round the corner, you'll be waiting for an easy frag. Team Deathmatches require close co-operation. Stick tight to your team mate and provide Lethal Weapon-style covering fire. Despite the temptation to shoot your pal – or Mel Gibson – try to stay focused. Even with Friendly Fire turned off, you're wasting valuable ammo. Single Weapon Deathmatches are great for experimenting with each type of weapon.

FLAG POSSESSION GAMES

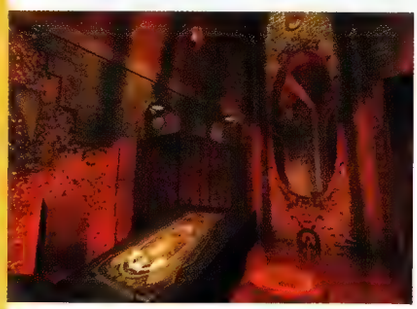
There're three types of games: In One Flag games, the two sides fight over a neutral banner – which must be taken to the enemy's base to score. In standard Capture The Flag, both sides have a flag and must steal the opposition's banner to score – but they'll need both flags at their base for this to count. Confusing, eh? In Possession games, you hold onto a neutral flag for as long as possible while the opposition hunts you down. Simple? It will be.

›GOING UP...

TIER 3

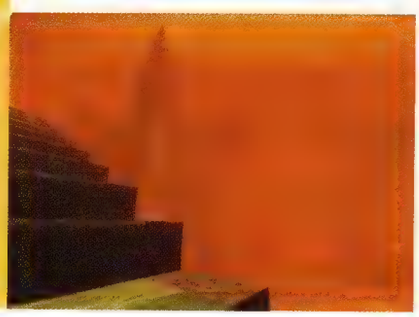
HERO'S KEEP

FRAGS: N/A
TIME: 10 mins
OPPONENTS: Keel, Gorre, Razor, Stripe
POSSESSION TIME: 90 seconds
Once you've got hold of the flag, keep moving, as the open level means that there's nowhere decent to hide. It's important to watch out for your opponents accidentally falling into the deadly red mist – if they were carrying the flag before they carked it, it'll re-spawn elsewhere. You can pick up the flag before the 'bot's have time to react.



FATAL INSTINCT

FRAGS: 10
TIME: 15 mins
OPPONENTS: Angel, Stripe
The arena's restricted size limits your tactical options. Get your hands on the Quad Damage and use it as often as you possibly can. Try and stay in the outer corridors, so that your opponents can't launch a surprise attack through the covering fog.

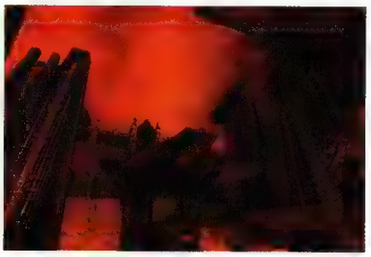


CAMPING GROUNDS

FRAGS: 15
TIME: 15 mins
OPPONENTS: Bitterman, Angel, Razor, Stripe
Collect as much health, armour and quality ammo as you can before heading to the lower part of the arena. In order to survive this unforgiving place you'll need to set up base on the surrounding rims and pick off opponents as they pass – hence the level's title. Stay on the lookout for Razor as he's the opponent most likely to hunt you down.

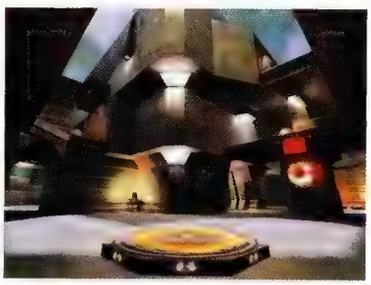
DEMONS KEEP

FRAGS: N/A
TIME: 10 mins
OPPONENTS: Razor, Keel, Stripe
CAPTURE LIMIT: 5
Your opponents won't try to capture the flag but will make every effort to guard it. Only pick up the flag when you've got enough health and armour to survive a chase. The flag hides at the very bottom of the arena surrounded by swinging axes. As soon as you grab it, use the jump pad inside the cylinder and work your way back up the arena – travelling via the Mega Health pick up. Head outside and use the jump pads to reach the flag drop-off point. Once again, Razor is the biggest threat.



VERTICAL VENGEANCE

FRAGS: Two lives each opponent
TIME: 15 mins
OPPONENTS: Bitterman, Gorre, Razor, Stripe, Angel
NUMBER OF LIVES: 10
If you have problems targeting enemies from above or below, then stay on the bottom of the arena. To avoid attacks from above, spend as much time outside as possible. More accomplished players may want to adjust their controller sensitivities and tackle foes on multiple levels. Gorre and Stripe are hard, but Angel is the toughest.



›TEACH FOR THE SKIES

DEATHMATCH MASTER CLASS

The choking aroma of rocket smoke, the screams of a dying goon... ah yes, that's lunchtime in the PSM2 office. Multi-player Deathmatches are as important to us as Richard and Judy for students. So fetch your plates, as we open our steaming oven of *Quake* knowledge to bring you some fat-free Deathmatch secrets...

1 CONFIGURE IT

Sounds obvious, but do experiment with *Quake 3's* control configurations to suit your style. The office favourite is the Advanced set-up, a mirror of the *TimeSplitters* system. Railgun fans might prefer to turn off the target centring option and up the axis sensitivity. Don't forget, there are eight target sights to choose from and you can save your preferences when you're done.

>LIVING IN OBLIVION

TIER 4

THE NAMELESS PLACE

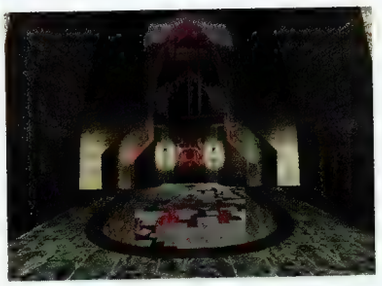
FRAGS: 15
TIME: 20 mins
OPPONENTS: Lucy, Biker, Patriot, Tankjr, Keel
A Deathmatch game against five opponents. Keep visiting the chamber of blue light to top up your health and armour. This is a pretty good place to fight from, although the light may obstruct your view. Stock up on ammunition and weaponry before you enter, you'll find it's easier to hold the position.

THE PROVING GROUNDS

FRAGS: 25
TIME: 10 mins
OPPONENTS: Patriot, Visor
Keep patrolling the lower section of the level. The narrow corridors are perfect for trapping foes and unleashing a rocket up their arse. Bounce a few missiles about and you'll have the level sewn up in no time. Lovely.

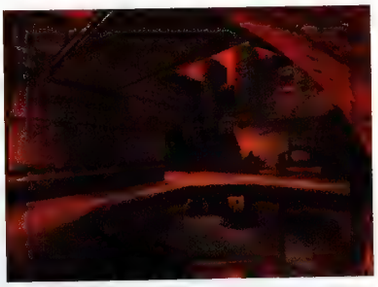
THE HOUSE OF DECAY

FRAGS: 25
TIME: 10 mins
OPPONENTS: Visor, Biker, Tankjr
Once again, you've got to use the scenery to your advantage. Unleash the rocket-launcher while your opponents are on the stairs to get quick multiple kills.



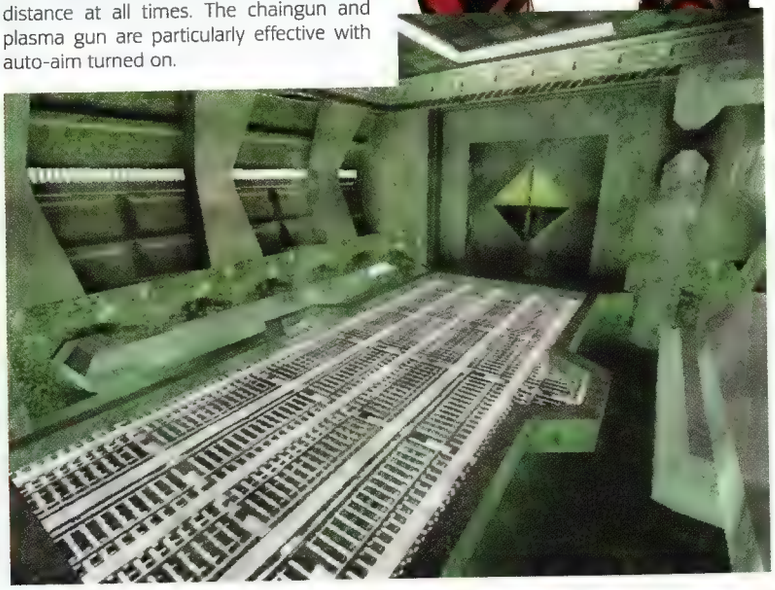
LOST WORLD

FRAGS: 15
TIME: 20 mins
OPPONENTS: Lucy, Patriot, Tank, Keel
Most of the action takes place in the narrow corridors by the middle section of the arena. Grab the Mega Health and Medikit items before wading in. As ever, use the rocket-launcher and Quad Damage to rack up quick kills when the enemy crowd the corridor.



ARENAS OF PAIN

FRAGS: Three lives per opponent, one for Vadrigar
TIME: 15 mins
OPPONENTS: Biker, Lucy, Patriot, Vadrigar
PLAYER LIVES: 10
This arena is split into three sections. The first two are easy enough if you stick to tried and tested tactics. The third section puts you up against the Vadrigar – the Arena Master. This guy packs a lot of health (250) and has very good accuracy. To beat him you'll need to collect as much health, ammo and armour as possible. Patrol the outer section of the arena and keep your distance at all times. The chaingun and plasma gun are particularly effective with auto-aim turned on.



2 STOCK UP

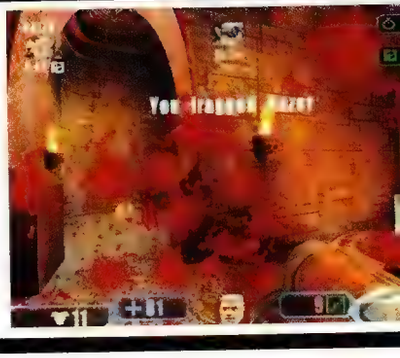
Don't rush in blind. The successful player will make a bee-line for their favourite weapon before they get stuck in. The same goes for armour power-ups, Health Packs and ammo. There's nothing worse than cornering your mate, only for your chaingun to run out leaving you with the whirly blade. Conversely, if you re-spawn behind someone's back, let 'em have it straight away.

3 REMOTE TARGETING

There's nothing better than hiding on a distant platform and picking off foes from afar. Naturally, the railgun's the sniper's weapon of choice. From closer range, you can be equally deadly using the rocket-launcher and zooming in with L2. For an evil kill, keep your target hovering over a tasty power-up, such as Quad Damage. When a hapless opponent collects it – *blammm!*

4 TELEPORT AND MOVE

Know the location of the teleports on each level. If you get caught in heavy crossfire, they're an ideal way to escape the heat. Wicked players may want to target the teleport sites from a distance, waiting for a foe to materialise. On levels such as the Longest Yard, it sometimes makes sense to drop off the platforms into space. You'll re-spawn at a safer point and won't lose a life.

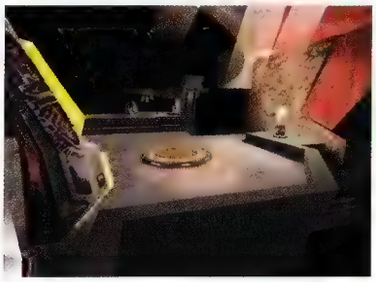


EXPLODING THE MYTHS

TIER 5

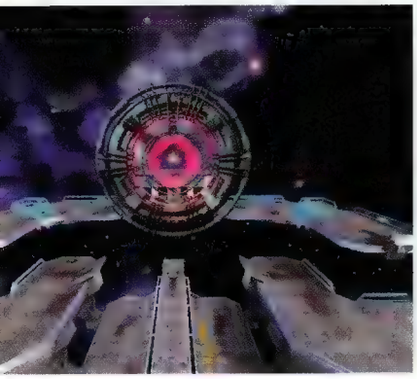
THE LONGEST YARD

FRAGS: 15
TIME: 15 mins
OPPONENTS: Major, Sorlag, Zael
Falling off a platform won't kill you, but you'll re-spawn at a disadvantage to your opponents. To score some easy kills, jump to the distant platform with the railgun, and snipe your foes from afar. Be careful of opponents who leap to the platform while you're zoomed in – stop every 20 seconds and take stock. Sorlag is the toughest opponent here.



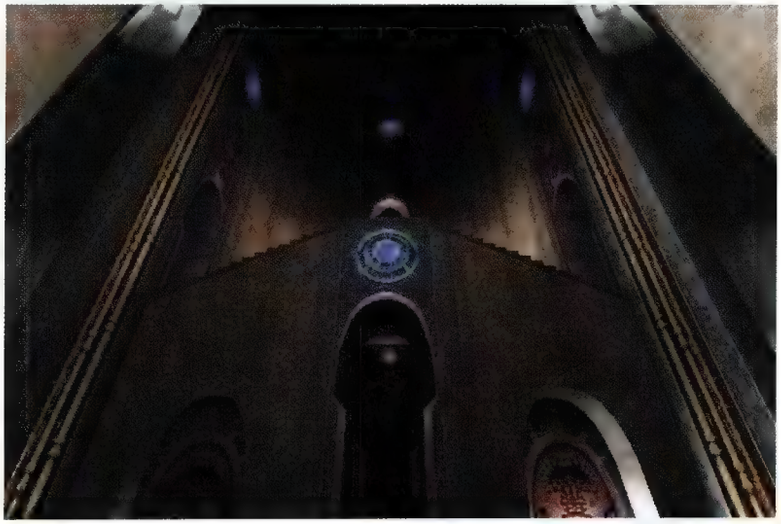
VORTEX PORTAL

FRAGS: N/A
TIME: 15 mins
OPPONENTS: Bones, Major, Visor, Id, Zael
CAPTURE LIMIT: 10
Once again, your opponents won't try to capture the flag themselves. Instead of holding guard, they're more likely to patrol around and seek you out. Keep moving at all times, and only engage the enemy when they block your path. When you're in your base, spend time collecting all the items you can. Memorise the route to retrieve the flag and build up a rhythm as you head back and forth.



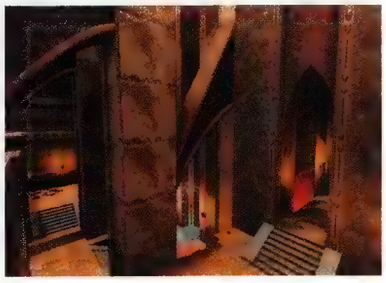
SPACE CHAMBER

FRAGS: N/A
TIME: 15 mins
OPPONENTS: Sorlag, Cadavre, Bones, Visor
POSSESSION TIME: 120 seconds
Head to the top of the arena when the level starts and nab the flag before anyone else. If an opponent gets there first, look for them at the bottom of the arena. Keep an eye on your messages so you know when an opponent falls off causing the flag to re-spawn. Similarly, if you hit the black void, you'll die and lose the flag. Try to stay at the top of the arena as the 'bots don't visit this area much. Avoid the Double Haste item as this can cause problems on the narrow platform edges.



EVIL PLAYGROUND

FRAGS: 10
TIME: 15
OPPONENTS: Xaero
Xaero likes to use the railgun, so try to snag it before him. If he does grab the weapon then use the strafe controls to dodge his shots. Stay in the area by the Yellow Armour and plasma gun, where Xaero will leave himself vulnerable in the narrow corridors.



FINAL RESTING PLACE

FRAGS: 1
TIME: 15 mins
OPPONENTS: Vadrigar
PLAYER LIVES: 5
Just you and the Vadrigar – Arena Master. As soon as the game begins, take cover to avoid being hit. You'll need to destroy the three shield generators to disable the force field around him. Stand underneath the central sphere to avoid damage when taking them out. Before you destroy the final generator, spend time collecting the health, armour and ammo power-ups. When the Vadrigar attacks, move quickly to the outer section on the arena. Keep him at a distance and swoop for health, armour and ammo. When the Vadrigar's health drops to 100 he will return to the central sphere. This gives you the opportunity to collect more items before finishing him off at range.

THE KEEPER

FRAGS: 20
TIME: 15 mins
OPPONENTS: Mistress, Reaper
This is a straightforward fight against two opponents. By now your character will have maximum stats and you shouldn't have a problem nailing the opposition in the time limit. If you're struggling, focus on the Mistress as she's an easier match. Victory earns you both foes as playable characters.

5 QUAD DAMAGE

If you can nab the Quad Damage, pedestrian weapons such as the machine-gun become lethal. Maximise your frags before the advantage fades. Conversely, Quad Damage isn't so beneficial for one-hit kill weapons like the rocket-launcher. The effect is less pronounced and you get the problem of glowing bright blue. In open spaces, you'll stand out like a big blue bullet magnet.

6 SHADOW MAN

The colour of your character can improve your chances of survival. Brown characters such as Sarge and Dilemma won't stand out in a crowd, while odd shaped, or brighter characters, like Bones or Orb are natural targets for the eye. However, if you're frighteningly good, a recognisable skin can be an advantage. People will spot your character advancing and tend to run away in panic.

7 ROCKET JUMPS

Learn how to rocket jump. Point your target directly at the floor beneath you, and release a rocket while jumping simultaneously – you'll rise a huge distance. This is a great surprise tactic, ideal for jumping out of trouble zones and reaching previously inaccessible areas. Veteran players will be able to jump onto platforms other people can't reach and set up a sniping position.

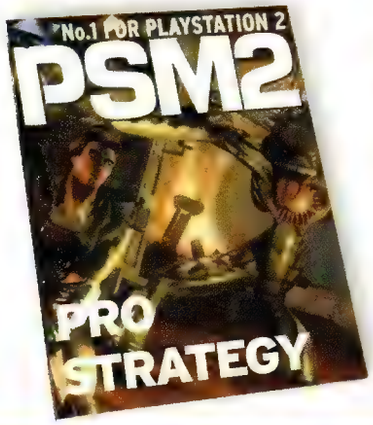
8 DUCK AND COVER

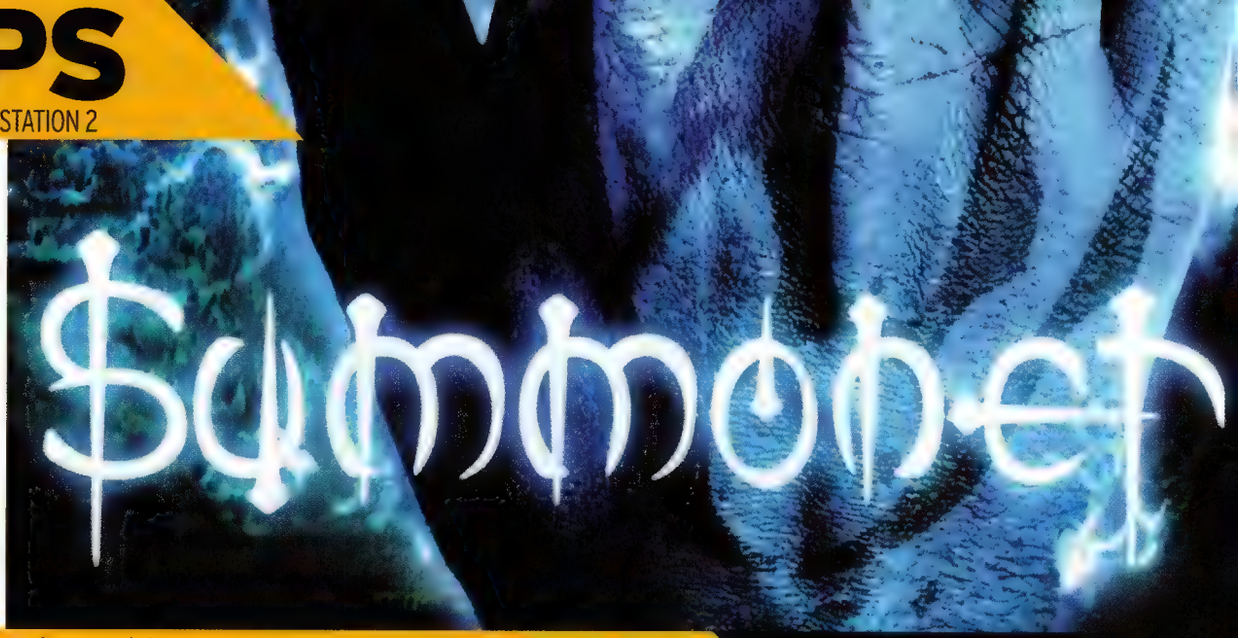
Use the walls to cover your back, and stay alert. Always strafe into a bend to see what lies ahead – don't walk into the wall, then turn 90° to face the right way. In open spaces, take a few seconds to survey the scene for entry points – alcoves or doors where players might emerge. If you can minimise the risk of a surprise attack, you'll up your chance of victory. Watch your back at all times.

Inside the new Total Film...

SHRIEK! Brendan Fraser locks horns with the undead in The Mummy Returns **SNORT!** The full story of Hollywood's love affair with cocaine **SCREAM!** True tales of multiplex mayhem

ON SALE NOW!





Given your baby brother to the goblins? Being pestered by David Bowie? Sorry, these maps only work on THQ's latest RPG.

DEVELOPER Volition
PUBLISHER THQ
GAME TYPE RPG

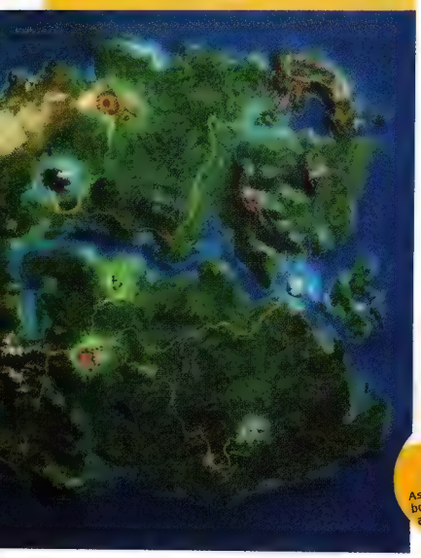
Summoner

THE AIM OF THE GAME

Joseph's got himself a crew of mates – most of whom want to kill him – and recovered his summoning powers. Now it's time to fulfil the prophecy, unite the Medevan Plain, beat seven shades out of Machival and get home in time for EastEnders.

SUMMON, SUMMON, TAKE THAT! AND PARTY...

We've already provided you with details of every mini-quest in this massive game in PSM2#08 and #09 (if you missed them, turn to Back Issues on pg122). Now, as you enter the labyrinthine later levels, we're helpfully providing you with maps for the trickiest bits of each. After all, you don't want to go getting stuck in the sewers after you've lost your cleansing tonic.



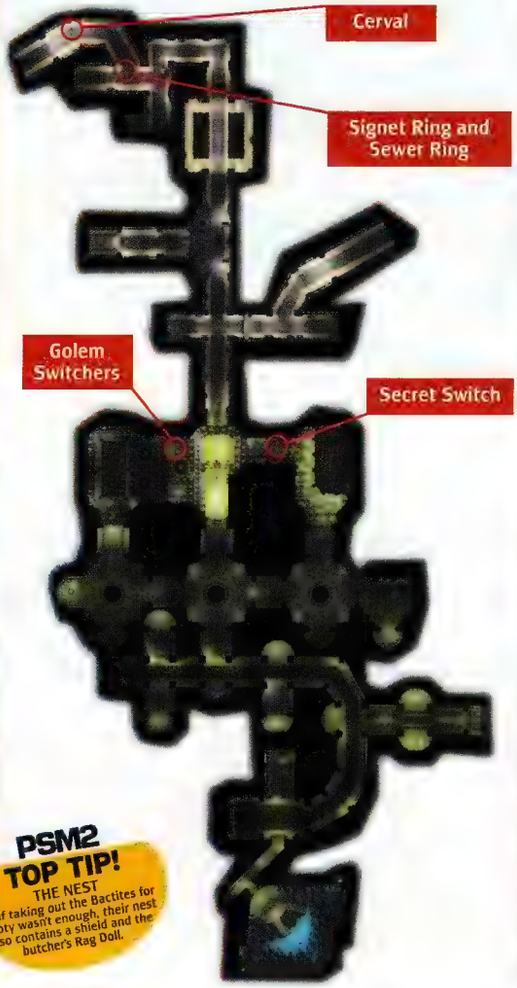
FINAL FIGHT クリミツシニ

THIS IS THE END

All that questing has come down to this. It's time to sharpen your sword and prepare to summon as if your life depended on it... because, it does.

THE SEWERS

One of the easiest places to get lost – but killing Bactites is always a handy source of income.



PSM2 TOP TIP!
THE NEST
As if taking out the Bactites for booty wasn't enough, their nest also contains a shield and the butcher's Rag Doll.

MABEY GREY

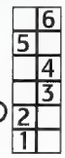
THE LABYRINTH

THE FIVE PUZZLES

Contrary to its name, the labyrinth's actually fairly linear – but you'll have to get through five tests to reach the other side. Just like Indiana Jones. Excited?

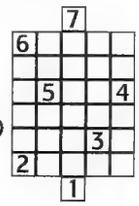
'Don't tread on us'
Just don't step on the symbol. Easy.

The Onyx Golems
To solve the riddle, just follow the diagram.

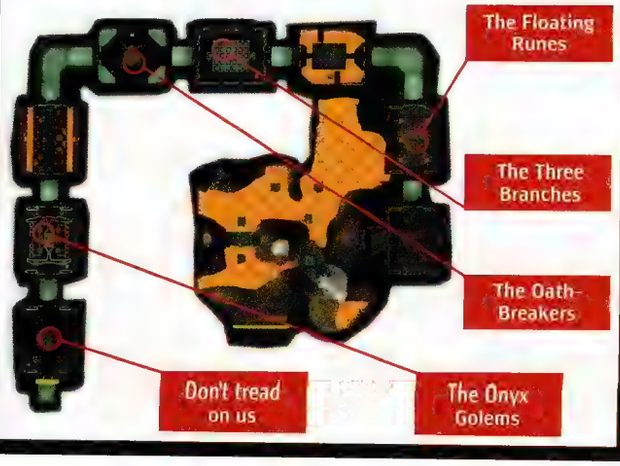


The Oath Breakers
No easy way round this one – you're going to have to kill them. Use the Protect spell on your party, as it's very effective.

The Three Branches
Follow the sequence in this diagram to unlock the paths to the extra items, as well as the exit.

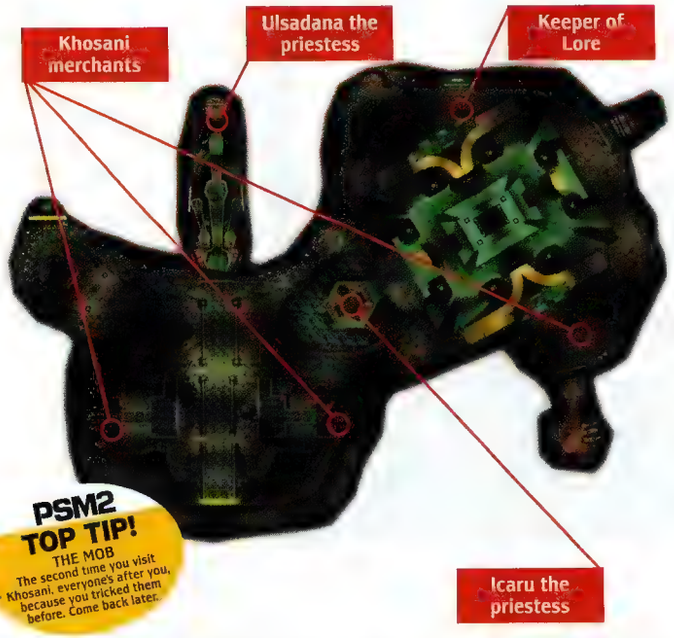


The Floating Runes
You'll need to pick these runes in the right numerical order – if you can't work it out, just follow the diagram.



CITY OF KHOSANI

The only really important thing to do here is talk to Ulsadana, but it's a good place to stock up before heading into the Labyrinth.



PSM2 TOP TIP!
THE MOB
The second time you visit Khosani, everyone's after you, because you tricked them before. Come back later.

LIANGSHAN FOREST

You'll all be poisoned when you enter the forest, so you'll have to use the Vitalise spell constantly in the dash for the other side.

MACHIVAL

As you'd expect of the final boss, Machival's a swine to beat – also, in the grand old tradition of these things, he shape-shifts during the battle. He'll take on the following forms, in this order.

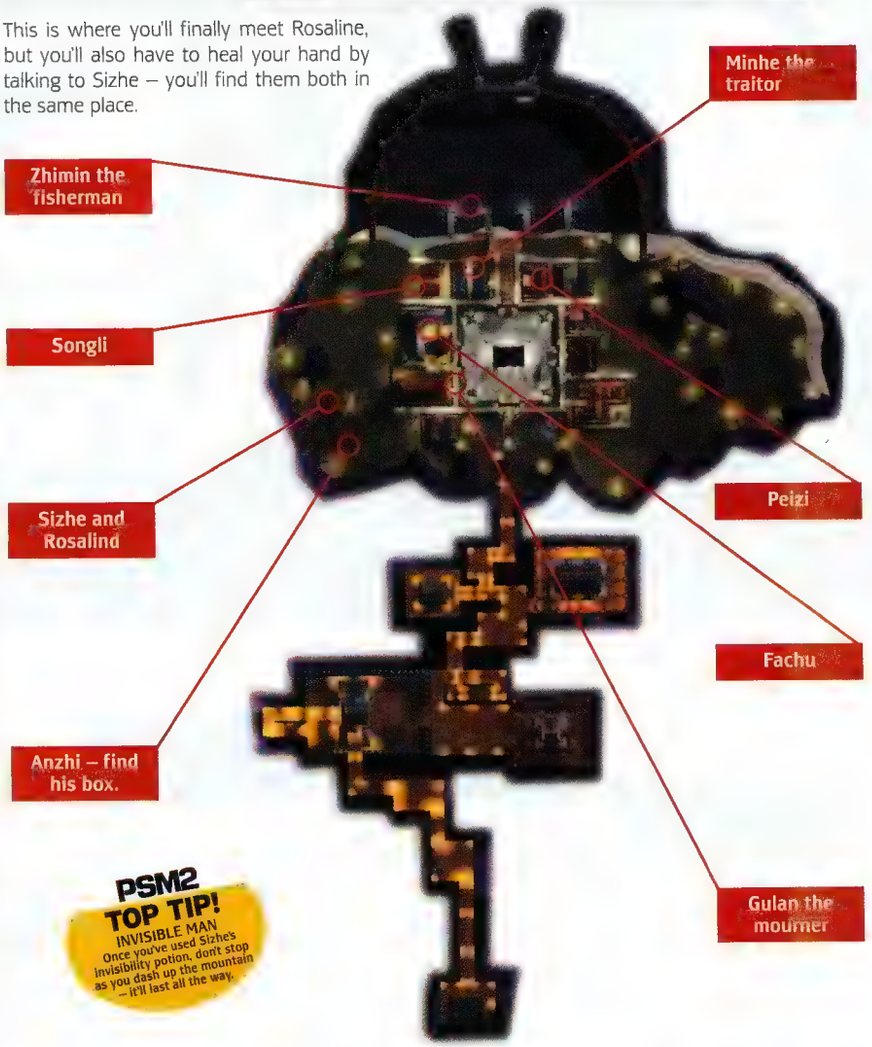
EVIL URATH: You'll have to run up to the balconies to take him on while he's in flight – summon the Wraith for its Lightning Spell ability.

EVIL JOSEPH: He's fairly easy to beat, but he runs away a lot. Control the wraith, then nick the Summoner Sword and equip it when the old duffer dies.

MACHIVAL: Absolutely nails, so expect to die a lot and be ready to use the Revive spell constantly. Swords work best, so have Fleece and Jekhar attack from the front, while Joseph sneaks around the back, making him less vulnerable. Then just sit back, and enjoy your new-found Godliness.

WOLONG

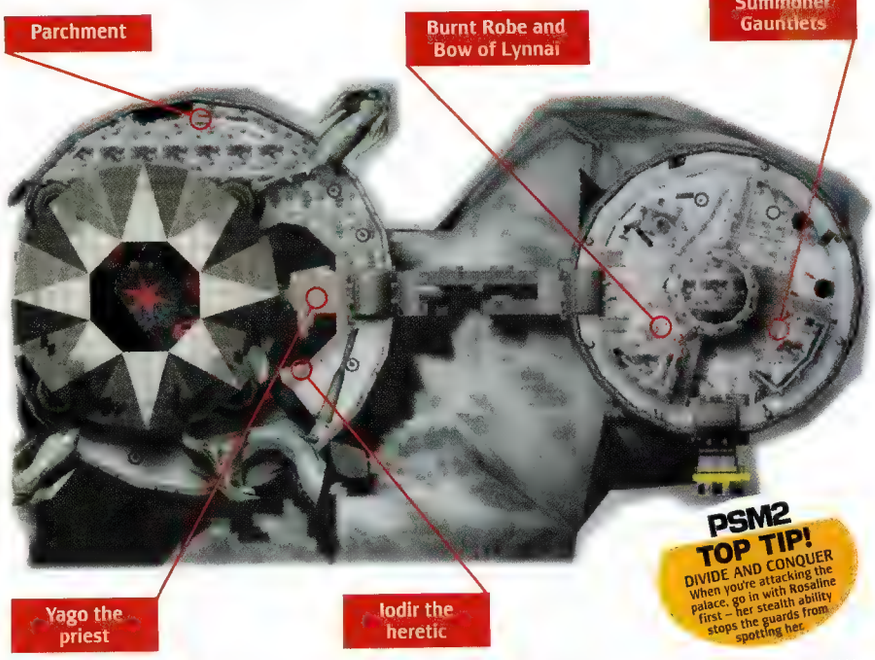
This is where you'll finally meet Rosaline, but you'll also have to heal your hand by talking to Sizhe – you'll find them both in the same place.



PSM2 TOP TIP!
INVISIBLE MAN
Once you've used Sizhe's invisibility potion, don't stop as you dash up the mountain – it'll last all the way.

IONAN MONASTERY

You'll revisit the monastery throughout the game – but by the time you get to the final battle, it's looking a bit the worse for wear.



PSM2 TOP TIP!
DIVIDE AND CONQUER
When you're attacking the palace, go in with Rosaline first – her stealth ability stops the guards from spotting her.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS INFERNO

ACCESS ALL AREAS

Considering trading in that game you've completed for *Baki the Grappler*? Just hold on a second. Are you sure you've squeezed every last bit of life out of it? Now, with PSM2, you can. Give your titles an extended shelf life.

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMORED CORE 2

Overweight ACs
If you finish the game by completing the Phobos mission, you'll be allowed to create an Overweight AC. Pile the heaviest weapons you can afford onto a nimble pair of feet – like a cross between Arnie and Michael Flatley.

ATV OFFROAD FURY

Expert mode
Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game will return to the name entry screen.

1000cc Quad ATV
Successfully complete pro-career mode.

D

DEAD OR ALIVE 2

Unlock Characters
To get Bayman – the Action Man-style trooper from the first *DOA*, complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.

CG Gallery
Complete the game with five characters to ogle the ladies in the *DOA2* gallery.

DYNASTY WARRIORS 2

Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering: R, L1 x5, R2, R2.

F

FANTAVISION

Extra Options
Complete the game on the Normal difficulty setting to unlock an extra option at the main menu, or on the Hard setting to unlock the 'Extra 2' option.

Light up the skies with these power-ups – but you can only use them a limited number of times.

Full double shot power-up
Pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, R, ▲.

Full laser shot power-up
Pause the game and press ↑, ↑, ↓, ↓, ←, →, ←, →, ○.

FIFA 2001

EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ○ to play as the EA all-star team.

G

GRADIUS 3 AND 4

Bought this joypad-endangering hard shooter despite all our dire warnings? All right then, have some cheats to make it slightly less painful. Pause the game and input the following:

Full power with laser weapon
↑, ↑, ↓, ↓, ←, →, ←, →, ×, ○

Full power with double weapon
↑, ↑, ↓, ↓, ←, →, ←, →, R, ▲

K

KESSEN

Play as the West
Just complete the game as the East. Simple.

KENGO

Play As A Student
Hold down L1+L2+R1+R2 when you select a character – different characters will result in different students.

KNOCKOUT KINGS 2001

Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American sporting heroes to pummel.

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Botti
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis

M

MADDEN NFL 2001

Madden Millennium Team
To unlock this incredibly hard dream team, you'll have to earn all 296 Madden Cards in gold.

MIDNIGHT CLUB

If you've got a *Smuggler's Run* game saved on your Memory Card, you'll be able to use the Buggy on the dark streets of London. And you'll get a message reading – 'Thanks for buying both games'. Cheeky.

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock Klonoa as a rider.

N

NASCAR 2001

There's plenty to unlock in this turgid racer – if you're patience.

Treasure Island track
Win a season on the veteran difficulty setting.

Black Box Classic car
Win the Short Track Challenge.
Black Box Exotic car
Win the Half Season.

EA Sports car
Win the Road Course Challenge.

EA.com car
Win the Superspeedway Shootout on either the veteran or legend difficulty settings.

NBA HOOPZ

Press Turbo (R), Shoot (×) and Pass (○) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat.

Effect	R	×	○	Direction
Home uniform	1	4	6	→
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goal-tending	4	4	4	←
Tiny players	5	4	3	←
Play as Dr Atomic	5	4	4	←

NHL 2001

For super players, enter the create-a-player screen and enter any of the following names.

Super fowards
Peter Forsberg
Jaromir Jagr

Super defensemen
Sandis Ozolinsh
Chris Pronger

Super goalies
Patrick Roy
Dominik Hasek
Ed Belfour

O

ONI

Spice up this slightly grey game with a few sneaky codes. During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly.

Change Character
L2, L1, L2, R, ○, R, L2, L2, L2, L2

One Shot Kills
L2, L1, L2, R, ○, R, ↘, ↘, ○, R

Unlimited Health
L2, L1, L2, R, ○, R, ↘, ↘, ↘, ○

Power punches
L2, L1, L2, R, ○, R, ↘, ↘, ○, R

Tiny wee characters
L2, L1, L2, R, ○, R, ↘, ↘, R, ○

Unlimited Phase Cloak
L2, L1, L2, R, ○, R, L1, ↘, L2, ↘

Big Head Mode
L2, L1, L2, R, ○, R, R, ○

Unlimited Ammo
L2, L1, L2, R, ○, R, L2, L2, L1, ↘

Huge Characters
L2, L1, L2, R, ○, R, ↘, R, ○, ↘

ORPHEN: SCION OF SORCERY

Restart Battle
Pause the game if you can't avoid defeat in a scrap. Select 'Equip' and you'll resume the game at the start of the battle, all your energy handily restored.

R

RAYMAN 2: REVOLUTION

Extra Bonus Mini-Games
From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – *without* validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2.

You'll be taken immediately to a new menu where you can choose between three mini-games – *Globox Football*, *Dogfight* and *Globox Puzzle*.

READY 2 RUMBLE: ROUND 2

Fat boxer
→, →, ↑, ↓, →, R1, R1, R2.

Skinny boxer
→, →, ↑, ↓, →, R1, R2.

Zombie boxer
←, ↑, →, ↓, R1, R1, R2.

Unlock Everything
At the Character select screen press:
←, ←, →, R2, ←, →, →, R1, R1, R2

All the characters, holiday outfits and champion outfits will be unlocked – just press R to flick through them.

Fast Mode
At the character screen,

enter: →, →, ↑, ↓, →, R1 x5, R2.

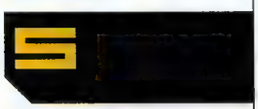
Full RUMBLE Meter
During the game, pause it and enter:
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

Start at Final Match
At the character screen, enter: R2, ↓, →, ↑ ←, R1 x6, R2, R1, R1, R2.

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack.

'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus



SILENT SCOPE

See the world through rose-tinted goggles, or just make things harder for yourself.

Pink Mode
←, →, →, R3, Δ

No Scope
←, ↓, ←, R3, ←, ↓, ←, R3

No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →

No Crosshair
→, →, →, R3

Exchange life for time
Pause the game in arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ○. You'll lose half a life-segment, but gain five seconds.

Exchange time for life.
Pause the game in arcade mode and press ○, ⊗, →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment.

100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED

All weapons
Enter 'XACALITE' as a name to begin Stage One with all nine weapons available.

SMUGGLER'S RUN

Lose those pesky coppers with some supervillain chicanery.

Invisibility
Press R1, L3, L1, R2, L1, L3, L2.

Lighter cars
Press L3, R3, R1, L2, R2, R2.

Increase time
Press R1, L3, L2, R2, →, →, →.

Decrease time
Press R2, L2, L1, R1, ←, ←, ←.

No gravity
Press R1, R2, R3, R2, ↑, ↑, ↑.

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you *want* to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes:

Maximum Stats
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, R3.

Unlock It All
↓, ←, ↑, →, ⊗, ○, Δ, R3
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?

And one that doesn't deserve instant spear-gun retribution...

Running Man Mode
R3, Δ, ○, ⊗, R3, Δ, ○, ⊗
Look at him run!

STAR WARS: STARFIGHTER

Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu.

Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

SUMMONER

Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a Dungeons and Dragons parody.

To start the game with every spell, just hold R2 at the title screen and press ○, R3, ○, Δ, ○, Δ. You'll hear a noise to let you know that it's worked.

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon will appear in the top-left hand corner of the screen to confirm that you've entered the code.

Unlock More Levels
Δ, ←, →, Δ

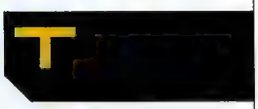
Unlock More Characters
Δ, →, ←, Δ

SURFING H30

Shark surfer
Just score 300 points on each level to unlock the Shark Surfer.

SWING AWAY GOLF

All golfers
At the main menu, press R2, R2, L2, R2, ↑, →, ↓, ←, L1, L1 to unlock all the characters in Stroke Play mode.



TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game 10 times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch.

Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games.

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row...
←, ↓, ⊗, ○.
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS

Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit. Below, you'll find a guide to the secrets you can unlock, alongside the times PSM2 used to do it.

KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD
1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks:

1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemys all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSplitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

UNREAL TOURNAMENT

For a distinctly unsporting advantage...

Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, ○.

Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

Invincibility
Pause the game and press R3, ○, ←, →, ○, R3.

Maximum Ammunition
Pause the game and press ←, →, ○, ○, ○, →, ←.

Alternatively, for some comedy mutators...

Unlock Stealth Mutator
Press R3, R3, ○, ○, R3, R3, ○, ○.

Unlock Fatboy Mutator:
○, ○, ○, ↑, ↓, ↓, ↑, ○, ○, ○.

X SQUAD

Promotions
At the main menu, type in this combination and you'll hear a sound.

Lieutenant: R1, R2, L1, R2
Captain: ○, R1, ○, L1, Δ, R2
Major: R2, R3, R2, Δ, L1, ○, R1
Colonel: Δ, R3, ○, R3, Δ, ○
General: L1, L1, L2, L2, R1, R1, R2 R2
Master of X Squad: ○ (x4), Δ, R3 (x4)

Z.O.E.

Versus Mode
Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it again, and you'll get the remaining two frames and stages.

Alternate ending music
Complete the game on any difficulty and get an 'A' rank on all five rescue missions to hear a different ending theme during the end credits

We update Access All Areas every issue – come back next month for more...

SUBSCRIPTION OFFER!

GUARANTEE YOUR NEXT SIX ISSUES OF PSM2 COMPLETE WITH DEMO DVD - ALL DELIVERED HOT OFF THE PRESS!

6 ISSUES FOR ONLY £19.99 WHEN YOU SUBSCRIBE TODAY!

☐ YES, I WANT TO SUBSCRIBE TO PSM2

Your details

Title _____ Initials _____ Surname _____

Address _____

Postcode _____ Country _____

Daytime telephone number _____

E-mail address _____

Please choose your method of payment 1, 2, 3 or 4.

1 ☐ Direct Debit (UK only) SAVE 28% on 6 issues ONLY £19.99.
(Full amount will be deducted in advance and in one lump sum)

All prices are for 6 issues

UK (cheque/credit card) £19.99

Europe (Inc. Eire & N. USA)* £21.69

Rest of the world* £26.50

*AIRMAIL

2 ☐ Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)

3 ☐ Visa ☐ MasterCard

4 ☐ Switch Issue No/Valid date _____

Card No _____ Expires _____

Signature _____ Date _____

UK readers return this coupon to:

PSM2 Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to

PSM2 Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB, UK

☐ Please tick this box if you would prefer not to receive information on other offers.

Your subscription will start with the next available issue

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing
Media with passion

DIRECT Debit

Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6BR

Originator's Identification Number

7	6	8	1	9	5

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

_____ Bank/Building Society

Address _____

_____

_____ Postcode _____

2. Name(s) of account holder(s)

3. Branch sort code (from the top right-hand corner of your cheque)

4. Bank or Building Society account number

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit instructions for some types of account

Order code: UPLP10 Important - You may photocopy this blank form and then complete it. You cannot fax or e-mail Direct Debit forms. Offer ends 18.06.2001

DON'T MISS OUT!

GET PSM2 RUSHED STRAIGHT TO YOU

Direct to your door – unrivalled PS2 news, previews and reviews, plus a dynamic demo DVD!*

HOW? You can subscribe to PSM2 today via our website

www.futurenet.com/promotion/pg010/107

It's instant, easy and safe – the secure server guarantees your protection on the Net. Local call rates apply in the UK. Just click on this promotion and register your subscription now.

OR... Pick up the phone and call **01458 271187** quoting UPLP10

OR... Fill out the coupon and send it us by **FREEPOST** (UK only)

*Sorry, DVD not available in the USA.

BACK ISSUES!

COMPLETE YOUR COLLECTION OF BRITAIN'S BEST INDEPENDENT PS2 MAGAZINE

MISSED AN ISSUE OF YOUR FAVOURITE PS2 MAG?

Individual back issue prices indicated. Please call the number below for availability and ordering.

CALL THE PSM2 BACK ISSUES BATPHONE: 01458 271187

SOLD OUT

ISSUE #01

October

PREVIEWS include: MGS2, Dark Cloud **REVIEWS include:** Tekken Tag, RR5, FIFA **PRO TIPS include:** Tekken Tag, SFEX3 **PLUS:** FREE MGS2 video

LAST FEW

ISSUE #02

November

PREVIEWS include: PS2 Speed Special **REVIEWS include:** ISS, Dynasty Warriors 2 **PRO TIPS include:** Tekken Tag, DOA2

SOLD OUT

ISSUE #03

December

PREVIEWS include: Silent Hill 2 **REVIEWS include:** SSX, Silent Scope **PRO TIPS include:** Tekken Tag, SFEX3 **PLUS:** Two FREE giant Tekken Tag flyposters

SOLD OUT

ISSUE #04

Xmas

PREVIEWS include: GT3, WipEout Fusion **REVIEWS include:** TimeSplitters, R2R: R2 **PRO TIPS include:** SSX **PLUS:** FREE Tips book, USB port protector

SOLD OUT

ISSUE #05

January

PREVIEWS include: 2001 Preview Special **REVIEWS include:** DOA2 **PRO TIPS including:** SSX, TimeSplitters, R2R: R2 **PLUS:** PSM2 DVD #01

SOLD OUT

ISSUE #06

February

PREVIEWS include: F1 2001, GTA 3, Dark Cloud **REVIEWS include:** The Bouncer **PRO TIPS include:** SSX, DOA2, **PLUS:** PSM2 DVD #02

LAST FEW

ISSUE #07

March

PREVIEWS include: FF10, Devil May Cry **REVIEWS include:** Z.O.E, Unreal Tournament **PRO TIPS include:** Unreal Tournament **PLUS:** PSM2 DVD #03

LAST FEW

ISSUE #08

April

PREVIEWS include: Crazy Taxi, ISS Pro Evolution **REVIEWS include:** Sky Odyssey, Winback **PRO TIPS include:** Tekken Tag **PLUS:** PSM2 DVD #04

£4.99

ISSUE #09

May

PREVIEWS include: Star Wars: Super Bombad Racing, Giants: Citizen Kabuto, Rugby, RHL, NBA Street, Extreme-G 3, Fur Fighters **REVIEWS include:** Resident Evil Code: Veronica (NTSC), Winning Eleven 5 (NTSC), Extermination (NTSC), Kengo (PAL), MDK2 Armageddon (PAL), Army Men: Sarge's Heroes (PAL), ATV Offroad Fury (NTSC) **PRO TIPS including:** Quake 3 Revolution, Summoner, Shadow of Memories **PLUS:** PSM2 DVD #05, featuring: MTV Music Generator 2 with 3D glasses, *Formula One 2001, MGS2 Tips* (not available in USA)

The magazine that plays PS2 longer, harder, faster than anyone else. If you missed last issue, you're missing out – snap up a copy now!

PSM2

MORE GAMES!

MORE INFO!

NO BULL!

We offer an expert advert design service. For more details on how this could help your business call Rebecca on 01225 442244.

SHOPPING

sids-shop.com

- PS2 for £284.99 (hurry while in stock!)
- PS1 for £79.99
- Buy any two PS2 games for £35.00 each
- Buy any PSone games for £25.00 each
- Buy any new GameBoy games for £22.50
- Buy a PSone screen for £99.99 (hurry while in stock!)

Don't delay - log on now at www.sids-shop.com

CHAT LINES

30 SECONDS TO HEAVEN
ADULTS ONLY
LIVE
INSTANT PLEASURE
09066 423 777
PO BOX BCM6002, LONDON W1N 3XX. CALLS COST £1 PER MIN. AT ALL TIMES. ALL CALLS RECORDED

PSM2

PSM2 Retail Directory

to advertise in this space please contact Rebecca Hamilton on 01225 442244

① **GAMESWORLD**
The computer games & sci-fi shop.
34-36 High Street, Margate, Kent. 01843 231211 and at 27 Harbour Street, Ramsgate, Kent. 01843 587294
PlayStation, Dreamcast, Nintendo, PCCD and DVD. New and used, Games and DVD exchange facilities.
Visit our website: www.gamesworlduk.co.uk

② **GAMES 4 U**
Call us first - UK's lowest prices.
PS1 & PS2 Games.
Call for a FREE catalogue
Tel: 07931 451 990

③ **FUNHOUSE**
Your 1 stop video games shop. Every UK PlayStation 2 game stocked. Next day delivery anywhere in the UK. 1000s of games all formats stocked
www.playstationgames.net
Tel: 01322 523416 Fax: 01322 559672
31 Crayford High St, Crayford, Kent DA1 4HH

PHONE-E-BITS
FOR ALL YOUR MOBILE PHONE ACCESSORIES VISIT
www.FSMARKETPLACE.CO.UK/PHONEEBITS
TO PURCHASE SECURELY ON LINE: DATACABLES, PHONE FRONTS, SIM CARDS AND MANY MORE GOODIES

COMPUTERS 2 GAMES
Cheapest games online look at www.computers2games.co.uk or ring our sales hotline on 01923 256060

④ **CASSES PSX CENTRE**
Wanted used PSX games and gameboy games. Fair prices given. Casses PSX Centre Newquay, Cornwall 01637 872150

WWW.DAILYRADAR.CO.UK

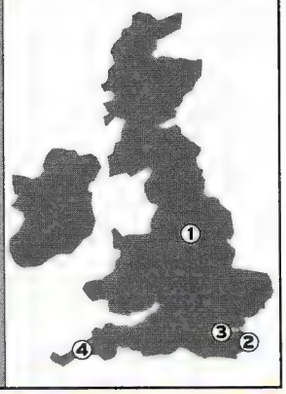
FOCUS

Check out this feature in forthcoming issues to find out more about our advertisers www.dailyradar.co.uk

DAILY RADAR UK

News	✓	PlayStation 2	✓
Previews	✓	Playstation	✓
Reviews	✓	Other Formats	✓
Tips	✓	Showbiz	✓

RETAIL MAP



To reach a readership of over 115,365 avid gamers a month you'll need to advertise here.

Advertise with us!

Call Rebecca on:-
01225 442244 ext:- 2418

Want to know what's going in the fast-paced world of interactive entertainment?

DAILY RADAR UK

www.dailyradar.co.uk

NOKIA -Ringtones & Graphics MOTOROLA & SAGEM -Ringtones Only

RINGTONES & GRAPHICS

TOP RINGTONES	Ref	NOK	MOT	SAG
1. STAN	105859	✓	✓	✓
2. NEXT EPISODE	138444	✓	✓	✓
3. SAY MY NAME	102937	✓	✓	✓
4. YOU MAKE ME SICK	118263	✓		
5. I WANNA BE YOU	143149	✓		✓

ICONS

only 75p per min

There's 1000's more to choose from!

09069 525 503

www.iconaphone.com

Calls cost 75p/min from landline.Mobile operators may charge more. Ask bill payers permission before calling.Av. call 2 mins. Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service No 0870 121 9565.

If you combine our expert advert design service with the readership of PSM2 you will come up with a winning formula that attracts people to your business.

Why wait, advertise NOW!!

Call Rebecca on 01225 442244, ext 2418

"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Nick Jones

CULTURE CLASH

What is that makes Western games so different to those in Japan? Why do some Japanese hits do well here and others don't? And just what *is* the appeal of train driving, horse racing and teen love simulation? Er, hang on...

A quick look at a Japanese release schedule reveals a long list of games that'll never see the light of day in the West. You'd be excused for not getting excited by the prospect of playing games like *Love Hina: Smile Again*, *An' An' Angel*, *Velvet File Plus* or *Tokimeki Memorial 2 Substories Volume 2: Leaping School Festival*.

Curiously, though, your reaction to that little lot's pretty much the same feeling that Japanese gamers have about the likes of *Tomb Raider*, *GoldenEye* and *Quake 3*. But why are some of the biggest selling games in the West almost completely ignored in Japan? Why is it that some games make the crossover from East to West while others fall by the wayside? In short, what is it that makes Japanese gamers different to us?

ORIENTEERING

Some of the best games ever made have originated in Japan – think *Metal Gear Solid*, *Gran Turismo* and *Tekken*. These can be widely attributed to being Western-style games – indeed *Metal Gear Solid* was far more successful in the US and UK than Japan – and every one of them has equivalents, even if they're inferior, made in the West. But this is where the crossover ends. When it comes to the majority of Japanese games we just don't seem to be interested.

We asked Martin Edmondson of Reflections, and *Driver* fame, how his games have been received in Japan. "*Driver* was successful, but didn't do anywhere near the number of copies as either the USA or Europe. I would've expected it to be successful based on the material in the past, but experience has taught me never to predict what works in Japan. Predictions for *Destruction Derby* in Japan were huge, but in the end it sold around half the estimate over there. It seems strange given that they're so interested in cars and Hollywood movies."

"It's very difficult to establish a Western game franchise in Japan, as there seems to be a suspicion of Western developed titles," he continues. "There seems to have been a perception in the West that to sell well in Japan you just need to stick a cute cartoon character with huge eyes in there. The Japanese people I know think this is hilarious because it's so wide of the mark. I think to really understand you need to be born and bred Japanese to be honest, or at least be so close to the culture that you feel Japanese."

Clearly, when it comes to videogames, the Japanese aren't turned on by the same things that UK gamers are. And superficial thrills aren't high on a Japanese games player's list of priorities. Tony Warriner from Revolution, the development company behind the *Broken Sword* adventure games thinks that the key might lie within the structure.

"Japanese gamers seem very keen on strong storylines that weave through the games," he says. "In a Japanese game there's a reason for everything and all elements have been very carefully considered. So, while the games are all quite different in many ways, and on the surface appear highly unique, they nonetheless adhere to the underlying rules that all Japanese games comply with.

"This internal grammar applies to all things, from the way characters are drawn, right through to the simplest of things such as the style of game menus. Western games are much looser in terms of internal structure."

ODD WORLD

Martin Edmondson agrees that Japanese gamers look for something different from their games, "I've seen some bizarre stuff over there that just wouldn't sell a copy in the West. *Decorated Truck Racing*, where the majority of the game involves not racing, but decorating your truck? I think Japanese gamers focus on aspects of the game that may never occur to us. A team of Japanese players focus group tested *Driver* and their main criticism was they didn't like the way the car moved round bends at very low speeds – around 10 mph. This is something that'd never even registered with us."

"THERE SEEMS TO HAVE BEEN A PERCEPTION IN THE WEST THAT TO SELL WELL IN JAPAN YOU JUST NEED TO STICK A CUTE CARTOON CHARACTER WITH HUGE EYES IN THERE"

SUSPICIOUS MINDS

Trip Hawkins – the driving force at 3DO – points to another, more patriotic reason for Japanese gamers buying home grown games. "I think the biggest reason is that the country is very organised about preserving the Japanese economy by just not adopting imported merchandise of many kinds. Also, they don't like the ultra-violent games that're more popular in the USA."

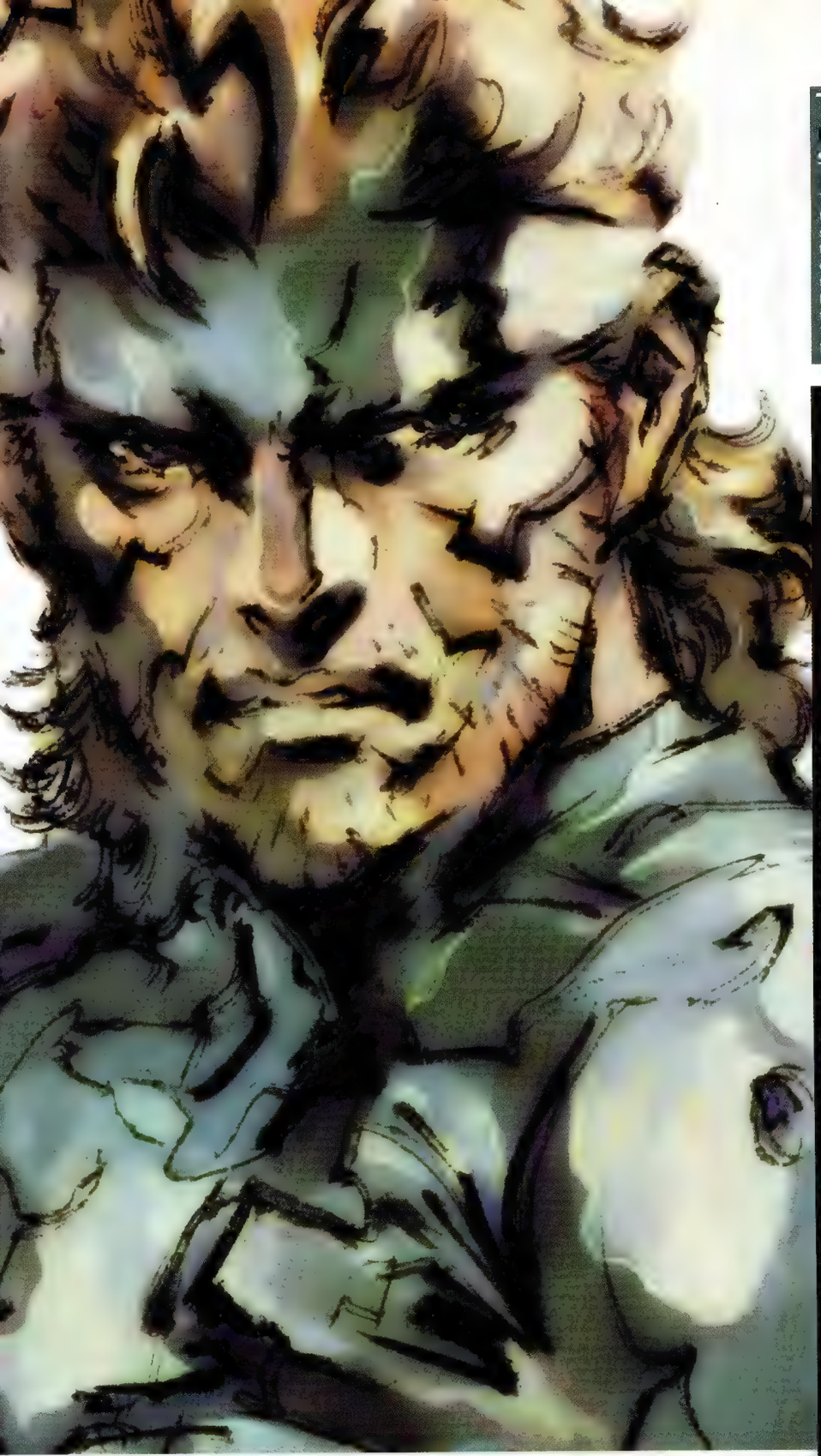
Violence: something that most Western developed games have in common. Be it first-person shooter bloodbath or the death of thousands of little soldiers in a real-time

HOME AND AWAY

Comparing the Japanese best selling games in April in Japan to those in the UK and you get a good idea of the differences in taste. Many of these games in the Japanese top ten are [illegible] yet, but Hyper Dimension

1	Super Mario Advance	GBA
2	Sakura Taisen 3: Hometown Paris is Burning	DC
3	Biohazard Code: Veronica Complete	PS2
4	Dragon Quest Monsters 2: Mysterious Key of Martha Ruka's Journey	GB
5	F-Zero for Gameboy Advance	GBA
6	Pawapuro Kum Pocket 3	GBA
7	Monster Farm Tecmo	PS2
8	Yugioh Dungeondice Monsters	GBA
9	World Soccer Winning Eleven 5	PS2
10	Medalot 4	GB

1	Simpsons Wrestling	PS
2	ISS Pro Evolution 2	PS
3	Star Wars: Starfighter	PS2
4	Zone of the Enders	PS2
5	LMA Manager 2001	PS
6	Shadow of Memories	PS2
7	Who Wants To Be A Millionaire	PS/DC/PC
8	Theme Park World	PC
9	Cossacks: European Wars	PC
10	FIFA 2001	PC/PS



strategy war, violence seems to be one of the core design elements in Western games.

That's not say that Japanese titles are without their fair share of carnage. Even the cute and cuddly *Mario* games revel in their enemy bashing, but here the violence is more stylised, and the main character takes no joy from the killing – the enemies are merely an obstacle to be overcome. Even beat-em-ups, which are incredibly popular in Japan, display violence which is almost comic book, where there's no blood and characters always get up after taking horrific pastings.

So what's the future for UK/US titles in Japan? "The relatively few Western games that've sold well there did so by accident," thinks Tony Warriner. "It'd be mad to develop a game specifically for a market outside the home territory. It's hard enough getting it right for the audience that we do understand."

So, despite everyone's experience of playing countless Japanese games, developers still can't quite put their finger on what the Japanese player wants. But things aren't quite the same the other way – more Japanese games than ever are being accepted in the West, witness the success of the *Final Fantasy* series, previously thought by developers Square to be too 'Japanese' for our market. But if, like us, you're dying to get your hands on a copy of *Me and Satan King*, great. Just don't expect it any time soon... **PSM2**

NICHE AND EASY DOES IT

Some of the most popular games in Japan that you'll never see in the UK.

Derby Stallion
The objective here is to run your own stables buying and training horses. You eventually get to race them – although you have no control over the race. Just like *Gran Turismo* but with horses. No, really it is.

Densha De Go!
"Let's go by train!" With no room for a model train set in his cramped one-bedroom apartment, this is the next best thing for the Japanese businessman. Drive the train, get to the station on time and that's about it.

Tokimeki Memorial 2
Ah, the dating game. Loved by Japanese schoolboys as they help them to practice their chat up lines. In this one the objective is to snog as many girls at your school as possible within a three-year time limit.

Kitty the Cool
Despite Hello Kitty!'s universal appeal this has little chance of ever appealing to British gamers. Press the buttons in time to what can best be described as 'music' until a giant bell falls on Kitty's head.

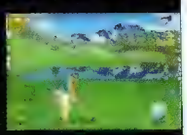
"HIT, MISS OR MAYBE?"

A BEST-SELLER IN JAPAN DOESN'T AUTOMATICALLY MEAN A HIT ELSEWHERE. HERE ARE EXAMPLES OF 'WESTERN-STYLE' GAMES THAT WEREN'T QUITE SO BIG OVER HERE...

Parappa the Rapper
"You gotta believe!" We tried. But despite being warmly welcomed by the UK games press and priced at a measly £25 it failed to hit the staggering box-shifting heights that it reached in Japan.

Kurushi (aka IQ in Japan)
Hailed as PSone's own *Tetris* in Japan. Sadly, not seen in the same light by *quite* as many British gameplayers. This intelligence-rating puzzle game didn't catch on as predicted here...

Everybody's Golf 2
Easily the best golf game on PlayStation, this sold around 800,000 copies in Japan but the cutesy Manga-style characters persuaded UK gamers that this was in fact nobody's golf.



Tekken 3
The best fighting game on PSone sold more than a million in Japan, but it actually under-performed in the UK– probably because of a long delay between the Japanese and British release dates.

BOG MOUTH!

WORLDS APART

The developers who know better than to meddle in things that don't concern 'em...

"We would never design a game specifically for Japan simply because we don't understand the market well enough, which makes it far too risky. European and American tastes are closer, and the kind of games we develop appeal to both. Having said that a lot of people in the USA wanted us to put rocket-launchers on the cars in *Driver*, turning the game into a kind of *Twisted Metal*."
Martin Edmondson, Reflections

"Asians seem to prefer brighter colour palettes, more contrast, cuter and punchier sound effects and music, cute interface design and cute characters, as well as Anime. I think the Western style is to prefer a more realistic look and a more epic feeling to the visuals, music, and game design."
Trip Hawkins, 3DO

"I think *Tomb Raider* and *Quake* haven't done too well because they're not story-based and the characters in the games simply don't appeal to Japanese gamers. Moreover, like most Western games, they don't have the kind of structure that Japanese games all have. They're just too different and break too many rules. I think the relatively few Western games that have sold well in Japan did so by accident."
Tony Warriner, Revolution

NEXT MONTH

THE WONDERFUL WORLD OF EVOLUTION

Next issue, we'll be looking at what the industry sees as the next giant leap in gaming's evolution. If you've got a point to raise, or know something we don't, fire off an e-mail to the following address:

PSM2@FUTURENET.CO.UK

"We've drawn upon the major shockers over the last two years and done our best to outclass the lot"

JOHN FLYNN

HEAD OF ACCLAIM'S TEESIDE STUDIO

Talks to Jonathan Bryant

With accolades for both the N64 and DC versions of the original game – best not mention the decidedly second-rate PlayStation effort – it's going to be interesting to see if Acclaim's latest take on the Shadow Man comic makes better use of Sony's hardware. So, rather than mooching around waiting for the results to come to us, we grabbed the nearest schism, hopped Deadside and found out just how many skeletal cats the developers were willing to let out of the bag...

The shots we've seen so far indicate that there're still plenty of souls floating around Deadside. Are they going to be used to fuel Shadowman's innovative armoury again?
Yes, Shadowman still receives power and health from those he dispatches. And there're guns. Lots of guns.

Mike LeRoi looks like he's done a Solid Snake and seriously worked out for the sequel. Was this a conscious decision driven by a progression in the plot, or did you just want him to look harder?
The plan this time round was to exaggerate the differences between Mike and Shadowman more than the last time. You'll see from the shots of Mike how much bigger and harder he looks, but Shadowman now takes on a more spindly, freakish appearance. His flesh is decaying and it's a little patchy in places, but he enjoys being undead.

With regards to plot, Mike has become more accustomed to his role now. He was originally a reluctant hero. Now he's got more into it, he likes the death, he likes the horror.

Is Mike/Shadowman the only playable character?
Yes.

The pool hall scenes look like they could well be based in Mike's hometown – good old Chicago. Are they? And is there any chance we'll see Mike go back to driving taxis for a living?
No, they're actually based in Louisiana. The game kicks straight off by dropping the player in with Mike taking on gangsters on his home turf.

Incredibly we've seen the odd picture of Shadowman Liveside. Is this merely for effect or has another eclipse been engineered into the plot?
One of the major changes to the game is that Shadowman can now appear in Liveside levels. The game features some incredible night/day transitions – longer shadows are cast as the day progresses, the sun can be tracked across the sky, moonlight effects add variety of atmosphere to each outdoor section. This has been incorporated as a gameplay feature, so players can return to daytime sections at night and use Shadowman in Liveside.

In addition to the welcome return of both Jaunty and Netti there's the addition of a new character called Thomas Decon. Can you tell us some more about him?
Concerning the story, we're pushing to create an even more innovative and gripping narrative, picking up and running with plot threads started in *Shadow Man*, specifically those relating to Thomas Deacon, the Private Investigator who profiled the serial killers for Nettie. Deacon, an 'off-screen' character only hinted at in the first chapter, is re-introduced, and becomes the pivotal character in this sequel. Of course, the story is written so it can be experienced entirely on its own, without any knowledge of *Shadow Man*, once again smoothing the way for players new to the *Shadow Man* universe.

Any chance of redemption for Luke in the sequel, or is the soul of Mike's brother destined never to leave Deadside?
That would be telling.

One of the many strong points of the original titles was the gritty dialogue that managed to avoid the customary cheesy clichés. Have you retained the voice actors from the first instalment?
Red Pepper, the original voice of Shadowman/Mike has been retained for the sequel, as has Jaunty. New voices have been brought in for a snappy flowing dialogue through cut-scenes, as with the last version.

Some of the character movements in the first game seemed a bit haphazard and clumsy at times. Have they been improved upon for *Shadow Man 2*?
All the animation has been completely re-worked for this game. A good example of this is with the Shadowman/Mike character. As you pointed out earlier, Mike looks very different from the original. This difference is highlighted in his movement and even more so in the way Shadowman's animation differs from Mike's.

Leading on from that, does the game utilise any of the much talked about Vista technology of the original or was it a case of going back to the drawing board and creating a new engine from scratch?
The Vista engine was originally designed with PC and N64 in mind. It transferred very well to Dreamcast, but for PS2, something ▶

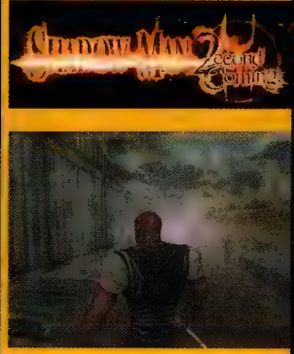
TEAM EXTRAS

Starting off in development consultancy, John Flynn shot up Acclaim's greasy pole to become the big cheese of their Teeside studio after a brief stint as the Head of Training. But don't let all that hard-nosed business acumen put you off, apparently he's got of voice like an angel and does a mean Frank Sinatra impression when he wants to.

As for the team that's helping him make *Shadow Man 2* a reality, the line up is as follows:

LINE UP

- Nick Bagley ..... *Senior Producer*
- Martin Fuller ..... *PS2 Programmer*
- Johnny Heckley ..... *Co-Lead Designer*
- Mathew Ward ..... *Co-Lead Designer*
- Andy Catling ..... *Lead Artist*
- Neil Bushnell ..... *Senior Animator*
- Tim Haywood ..... *Audio Manager*
- Nick Arundel ..... *Composer*



"GRIPPING"

JOHN FLYNN

► entirely new was needed. Sony's new hardware is capable of a great deal more, so we wanted to exploit this in creating an engine designed to generate incredible visual effects.

Are there any new moves we can expect from Mike/Shadowman in the PS2 version?
The animation system has been designed with hand-to-hand combat in mind. While the original Shadowman could fight, he couldn't offer the vast array of moves now available to players of this game. Hand-to-hand combat features as the major gameplay innovation for the sequel.

Having new areas opened up as Shadowman obtained extra skills was an excellent exploration feature of the original. Will we see him learning new tricks for different environments this time round?
Of course. We all loved the gads from the original. Shadowman remains a fully upgradeable killing machine.

Has PS2's power allowed you to take the game in any new directions?
The PS2 allows us to achieve a previously unattainable level of special effects – from full-screen motion blur and reflection mapping to spectacular particle effects and real-time weather conditions. As an example, the weather conditions such as rain and snow can be activated by powerful voodoo spells – in the Russia level. Invoking the snow spell affects the AI visibility, confusing the enemies and also wipes out the player's footprints, making it harder for the enemies to track you. Rain can be used to alter the depth of existing water pools, allowing access to previously unattainable areas. As far as AI is concerned, rules concerning general movement and behaviour are set up for each enemy type, which will be performed when in 'passive' mode – these may include patrolling or reaction to finding a dead enemy. Attack mode is based on strategies which may involve multiple enemies in communication with each other – for example, an enemy may stand off in a sniping position, while his more heavily-armoured team-mates attack directly. These situations are made possible by more detailed 'descriptions' of the game environment which the enemies can interpret (good sniping positions and ambush points). Enemies will also retreat from superior fire-power, regrouping to attack when sufficient numbers exist in an enemy group.

The first game clocked up at least 40 hours of gameplay. Can we look forward to something just as sizable with the latest version?
It's actually slightly smaller. We felt the non-linearity of the original forced players to spend a little too much time backtracking through levels. This element of the sequel has been considerably overhauled to satisfy a clearer progression through the game, with stacks of secrets to keep completist gamers happy.

Some of the Deadside creatures we've checked out have a warped aquatic feel to them. Any reason for this?
Not really. The enemies tend to match the environments of the game – some of the levels feature flooded sections, hence the aquatic creatures.

The rampaging nature of the enemy AI was another factor that kept the original game's tension at a premium. Will the critters of the sequel be as tenacious and as smart?
They'll be much, much smarter.

Legion was a monstrous but, ultimately, soft adversary at the end of the last game. Can we expect more monsters on a par with Jack the Ripper in demon form?
Oh, yes. But I think we're keeping this under wraps until you see review code.

Like the previous title, is this game a single-player experience or do you think we might see some multi-player action thrown into the mix?
Shadow Man 2's been designed purely as an intense one-player gaming experience.

There were some truly grotesque elements in the original game; the schisms, flesh textured interiors, the combination of nursery music with drills. So, do you think that this version will be as disturbing or do you think your audience might be immune to the shocks?
We've drawn upon and referenced what we feel have been the major shockers over the last two years – in all media – and done our best to outclass the lot. We'll still retain and build upon those elements in the game that make *Shadow Man* a unique title. Sound plays a huge part as it does in any good game or movie. The original score we have for this game is truly awesome.

Despite the dark nature of the original there were still quite a few comedy moments worked into the code. So, is there any chance we'll get to see the Man don his disco boots again?
Oh, there's some light relief. Believe me. You'll need it. **PSM2**

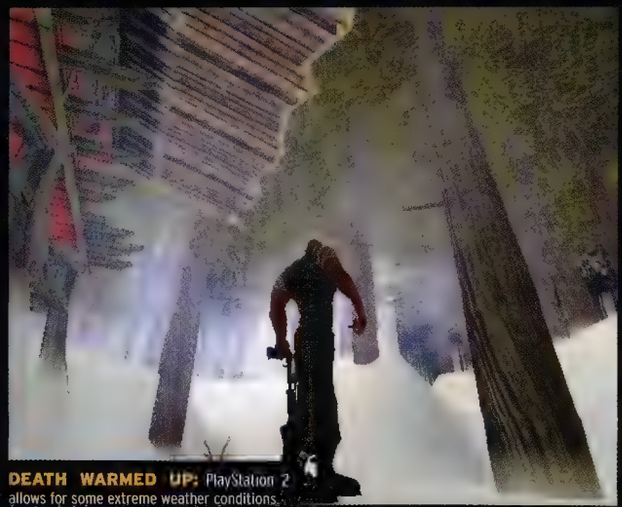
ATROCITY EXHIBITION

Like Mike, Shadowman's also received a complete overhaul for the sequel with his time Deadside obviously having taken its toll on his decrepit hide. It's like Hellraiser meets Re-animator meets a first-year medical student's worst nightmare.

SPLASHER FLICK: This is a damn sight cooler that the Louisiana swamps.

SWAMP SHOP: It wouldn't be *Shadow Man* without Nettie's alligator-rich homeland.

INNER GLOW: The dark souls return to fuel Shadowman's weapons.



DEATH WARMED UP: PlayStation 2 allows for some extreme weather conditions.

CITY SLICKER: Mike takes in the sights and sounds of the deep south.

SUPER CHUNK: Unafraid of the censors, Acclaim go for more gross death animations.

DON'T MISS THIS!

"GAME SHOW HOSTS"

OVER 20 PAGES OF NEW PS2 GAMES!

PSM2 TAKES YOU TO E3!

... in spirit at least. We'll bring you unrivalled coverage from the world's biggest videogame show in LA. An overload of new PS2 games and gossip – unmissable.

REVEALED! THE TRUTH ABOUT...

'PROJECT Y'

We'll unveil Sony's stunning new action adventure. Could this be the PlayStation 2 game to teach Mario a thing or two?

TIMESPLITTERS 2

Could PSM2 actually get to play early code for the sequel to Free Radical's seminal shooter behind closed doors? Tune in to see...

PLUS! A DVD RAMMED WITH THE BIGGEST PS2 GAMES REVEALED AT E3. IT'S LIKE BEING THERE...

PLUS, THE FIRST VERDICT ON:

Half-Life, Air Blade, Drakan, 007: Agent Under Fire, Dropship, Monsters Inc, WWF Smackdown! Just Bring It, This is Football 2002, RLH, Time Crisis 2, WipEout Fusion, Herdy Gerdy, World Rally Championship 2001, Stuntman, Test Drive, Motor Mayhem, Grand Theft Auto 3D, MX2002, Thunderhawk, Alone in the Dark: The New Nightmare, Blood Omen 2, Soul Reaver 2, Robocop, Crash Bandicoot, Evil Twin, Legion, Top Gun, Sled Storm 2, Ico and loads more!

PLUS ALL THIS:

- Every new PlayStation 2 game
- Colossal previews and the most accurate, passionate reviews around
- Best new DVD movies and PSone discs
- Unrivalled PS2 coverage from around the globe
- Action-packed demo DVD

Due to game slippage, magazine contents subject to change

ALL IN THE NEXT ISSUE!

PSM2 #11 ON SALE **TUESDAY 19 JUNE**

VOICE OF A NATION

REBEL YELL: Imagine shouting at a guard until he soils himself. Great!

Voice control peripherals are here, and Johnny Developer wants us to fritter away our lung power on obscenities in football management. Not so fast, says PSM2...

BY: Rufus McGrew

Software companies, it has to be said, aren't always terribly imaginative. Give them the technology to sense human footfalls, and they make games that reward the sort of lead-hoofed stamping that wouldn't be recognised as dancing at a Garth Brooks gig. Produce a joypad that can tremble like a leaf in a summer breeze or rumble like the thunder of hooves across an open prairie, and they just make it wobble a bit whenever you get hit.

Now they've got voice recognition technology, and they're wasting it – *wasting* it – on Japanese soccer sim *Greatest Striker 2*. No, says PSM2. We're taking back the revolution. If you're a software developer, or you're friends with one – or you know where one lives – feel free to use one of the following ideas. Just remember to tell 'em where you got it... before they slap a restraining order on you. Developers tend to be a bit touchy like that.

#1 HECKLER AND KOCH IN... GOOD COP, BAD COP

Co-operative two-player game. You and a friend take control of Detective Luke Heckler – long-serving family man – and Detective Jake Koch – unbalanced special forces veteran – to question a series of suspected criminals. One makes tea and asks about the family, the other turns over tables and dishes out the slaps – reduce the suspect to a sobbing wreck quickly enough, and you progress to the next level. You'll face a range of perps: from fidgety, guilt-ridden flashers in tank tops, to the end of level boss – an unmovable Mr Big who plays bridge with the mayor.

#2 R LEE ERMEY'S DRILL INSTRUCTOR

Sing rousing marching tunes! Scream inventive abuse at a platoon of hastily-recruited farmboys! Get the right mixture of profanity and gruff encouragement, then watch proudly as they turn into soulless killing machines – but look out when they start caressing their semi-auto carbines. Includes bonus FMV cut-scenes featuring hints by Gunnery Sergeant Hartman from Full Metal Jacket.

HE'S THE GREATEST STRIKER: The game that started it all - *Greatest Striker* recognises 47 commands - but not "Take his *legs*!"

#3 THE HORSE WHISPERER

Equestrian-healing love sim tentatively based on the book and featuring two actors who look almost, *but not completely*, like Robert Redford and Kristin Scott Thomas. Mend the horse with unsubstantiated half-truths and guesswork and you'll be rewarded with a wholly implausible relationship with a woman half your age. Suitable for men aged 60 and upwards.

#4 AWARDS NIGHT SHOWDOWN

Manage your career as a budding star through a carefully-staged series of award-ceremony appearances, each designed to get maximum media exposure. In your early years, you'll be full of shaky-voiced innocence, winning the Academy over with your humility and respect for tradition. Later, as your career slows down, it's time to recapture the public interest – perhaps by voicing impassioned support for a controversial militia movement, crying, bad-mouthing your infinitely successful contemporaries or heckling the host until he signals for security. Comes in Oscars™ and Variety Club of Great Britain editions.

#5 SCREAMBABY BEDTIME SINGALONG

In which you're responsible for the wellbeing of a month-old baby. In the daytime, it responds to your cooing and joypad commands with cute gurgling and tinkling, childish laughter, but during the night, it screams like a chubby pink banshee. Soothe it by singing popular nursery rhymes, bemani-style, as they appear on-screen, but the instant you fall asleep it starts again. Doesn't support the PS2's Memory Card, so you can *never turn it off*.

So, with a vast crop of voice-activated games set to flood the market any day now, PSM2 tips its ostentatious hat, replaces it at a rakish tilt and rides into the sunset, job done. We don't ask for money – we just want games to be better. For you. **PSM2**

Hey – why not try to market your own ideas for games, based on nothing but rampant enthusiasm and a flimsy – if not completely misconceived – understanding of technology's current limitations? We do it all the time.

STAR BUY

DARK CLOUD
37.99

STAR BUY

CRAZY TAXI
36.99

STAR BUY

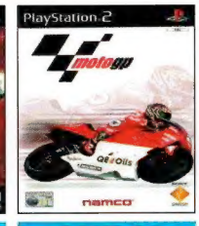
S/W STARFIGHTER
36.99

SAVE £5

KENGO: BUSHIDO
34.99

SAVE £6

QUAKE III
38.99



SAVE £6

MOTO GP
33.99

SAVE £7

GT3
37.99

Over 4000 discounted games, DVD films, computer supplies, peripherals, PCs and consoles
PLUS cheats, demos, clips, discussions, reviews and prizes. Visit UKgames.com or UKps2.com NOW!

FREE REMOTE WITH EVERY PS2

£299.99

Official UK PlayStation 2 with Dual Shock 2 Controller, Scart Lead and FREE Remote Control for DVD, CD and Audio Functions

Visit UKps2.com, Call us on 0870 725 9999 or visit one of our BIG club shops to get yours!

PS2 Essentials

LOTS MORE IN OUR CATALOGUE AND AT UKPS2.COM

OFFICIAL PS2 ITEMS:

DUAL SHOCK 2 CONTROLLER	19.99
4 PLAYER MULTI TAP for PS2	26.99
8MB MEMORY CARD for PS2	24.99
HORIZONTAL STAND for PS2	12.99
VERTICAL STAND for PS2	12.99
FANATEC RACING WHEEL for PS2	47.99

UNOFFICIAL PS2 ITEMS:

ANALOGUE JOLT CONTROLLER	17.99
DUAL FORCE CONTROLLER	19.99
ANALOGUE PLUS 2 CONTROLLER	19.99
REMOTE CONTROL for DVD & CD	9.99
MAD CATZ REMOTE for DVD & CD	19.99
4 PLAYER MULTIPLAY for PS2	24.99
8MB MEMORY CARD for PS2	23.99
MOONBASE VERTICAL STAND	9.99
GAMESTUDIO	26.99
XTREME FM RADIO	26.99
DATEL USB KEYOARD	17.99
XPORT MEMORY CARD SYSTEM	26.99
FREEPLAY INFRA RED ADAPTOR	26.99
SCREENBEAT SOUNDSTATION 2	44.99
GAMES STATION 2 STORAGE UNIT	16.99
GAMES STATION 3 STORAGE UNIT	16.99

PS2 Top Games

LOTS MORE AT UKPS2.COM

4X4 EVOLUTION	33.99
7 BLADES	36.99
AGE OF EMPIRES 2: AGE OF KINGS	36.99
ALL STAR BASEBALL 2002	36.99
AQUA AQUA: WETRIX 2	19.99
ARMOURED CORE 2	36.99
ARMY MEN GREEN ROGUE	32.99
ARMY MEN: SARGE'S HEROES 2	32.99
CRAZY TAXI	**36.99**
DARK CLOUD	**37.99**
DEAD OR ALIVE 2	33.99
DEVIL MAY CRY	**38.99**
DISNEY'S DINOSAUR	36.99
DONALD DUCK: QUACK ATTACK	36.99
DRIVING EMOTIONS TYPE-S	36.99
DYNASTY WARRIORS 2	33.99
EPHEMERAL FANTASIA	36.99
ESPN INTERNATIONAL TRACK & FIELD	36.99
ESPN NBA 2NIGHT	33.99
ETERNAL RING	36.99
EVERGRACE	34.99
EXTERMINATION	33.99
F1 CHAMPIONSHIP SEASON 2000	38.99
F1 RACING CHAMPIONSHIP	27.99
F1 WORLD GRAND PRIX	36.99
FANTAVISION	33.99
FIFA 2001 RR11/00	38.99
FORMULA ONE 2001	37.99
GAUNTLET DARK LEGACY	33.99
GOEMON ACTION RPG	36.99
GRADIUS 3 AND 4	36.99
GRAN TURISMO 3 A-SPEC	**37.99**
GUN GRIFFON BLAZE	36.99
GUNSLINGER	36.99
HALF - LIFE	36.99
HIDDEN INVASION	36.99
ISS 2000	36.99
JUNGLE BOOK + DANCE MAT	36.99
KENGO: MASTERS OF BUSHIDO BLADE	34.99
KESSEN	36.99
KNOCKOUT KINGS 2001	37.99
KURI KURI MIX	32.99
MADDEN NFL 2001	36.99
METAL GEAR SOLID 2 SONS OF LIBERTY	**36.99**
MIDNIGHT CLUB	33.99
MOTO GP	33.99
MTV MUSIC GENERATOR 2	36.99
NBA HOOPZ	33.99
NBA LIVE 2001	37.99
NHL 2001	36.99
NIGHT LABOR	36.99
ONI	33.99
ONIMUSHA: WARLORDS	**38.99**
OPERATION WINBACK	34.99
ORPHEN: SCION OF SORCERY	36.99
POOL MASTER	33.99
QUAKE 3 REVOLUTION	**38.99**
RAYMAN REVOLUTION	36.99
RC REVENGE PRO	36.99
READY 2 RUMBLE BOXING 2	31.99
RED	36.99
RED FACTION	36.99
RESIDENT EVIL: CODE VERONICA	**38.99**
RIDGE RACER 5	33.99
ROCK 'N' ROLL RACING	36.99
SHADOW OF MEMORIES	36.99
SIDEWINDER	36.99
SILENT HILL 2	**36.99**
SILENT SCOPE	29.99
SILPHEED	36.99
SKY ODYSSEY	33.99
SKYSURFER	36.99
SMUGGLERS RUN	33.99
SPY HUNTER	33.99
SSX SNOWBOARD SUPERCROSS	37.99
STAR WARS: EP 1: STARFIGHTER	36.99
STREET FIGHTER EX 3	36.99
STUNT GP	36.99
SUMMONER	**36.99**
SUPER BOMBAD RACING	36.99
SUPER BUST A MOVE	27.99
SURFING H30	33.99
SWING AWAY GOLF	36.99
TEKKEN TAG TOURNAMENT	33.99
THE BOUNCER	36.99
THE GETAWAY	**37.99**
THEME PARK ROLLERCOASTER	36.99
THEME PARK WORLD	36.99
THIEF 3	37.99
TIGER WOODS PGA TOUR 2001	36.99
TIMESPLITTERS	37.99
TITANIUM ANGELS	36.99
TOP GUN INTERNATIONAL ACADEMY TASK FORCE	36.99
UNREAL TOURNAMENT	**39.99**
WARRIORS OF MIGHT & MAGIC	32.99
WDL: THUNDER TANKS	32.99
WILD WILD RACING	34.99
WWF SMACKDOWN 3	**36.99**
X GAMES: SNOWBOARDING	36.99
XSQUAD	36.99
Z.O.E	**36.99**

** INCLUDES EXCLUSIVE PLAYABLE METAL GEAR SOLID 2 DEMO **

Top DVD Movies

HUNDREDS MORE AT UKDVD.COM

A LETTER FROM DEATH ROW (18)	5.99
AMERICAN DRAGON (18)	5.99
ANNA NICOLE SMITH EXPOSED (18)	5.99
BILLY ELLIOT (15)	18.99
CHARLIE'S ANGELS (18)	18.99
DEMON HOUSE (18)	5.99
EROTIC WITCH PROJECT (18)	5.99
EVIL NEVER SLEEPS (18)	5.99
F A R T THE MOVIE (15)	5.99
GALAXY QUEST (PG)	18.99
GLADIATOR: SPECIAL EDITION (15)	22.99
GONE IN 60 SECONDS	18.99
GOOD GUYS WEAR BLACK (15)	5.99
GUYVER DARK HERO (15)	7.99
IM STILL WAITING FOR YOU (18)	4.99
L A TAKEDOWN (15)	5.99
LAST LINE OF DEFENSE (15)	5.99
MORTAL CONQUEST (18)	5.99
POSSESSION: WITCHBOARD 3 (18)	5.99
PROGENY (18)	5.99
ROAD TRIP (15)	18.99
SCREAM BLOODY MURDER (15)	5.99
SHAFT (18)	18.99
SNATCH (18)	22.99
STRONG LANGUAGE (18)	5.99
TERMINATOR 2 (TWO DISC) (18)	22.99
THE CELL (18)	18.99
THE CRUEL DEEP (12)	5.99
THE LOST WORLD (15)	5.99
VIRTUAL GIRL (18)	5.99
VIRTUAL GIRL 2 (18)	5.99
X-MEN (15)	16.99

DVDs FROM £4.99 AVAILABLE NOW AT UKDVD.COM OR CALL US ON 0870 725 9999

WIN A GAME EVERY DAY
GAMEADAY.CO.UK
INCREDIBLY TWO OF OUR CUSTOMERS HAVE WON 9 TIMES EACH!

WE SELL TO ANYBODY. P&P IS FREE TO MEMBERS. NON-MEMBERS PLEASE ADD £1 PER ITEM.

Incredible Free Offer

CHOOSE ANY FREE GIFT WHEN YOU JOIN SPECIAL RESERVE (£6.99). THERE IS NO OBLIGATION TO BUY ANYTHING. OVER 40 GIFTS LISTED AT 1FREE.CO.UK OR UKGAMES.COM OR HEAR THE LIST AND ORDER BY PHONE ON 0870 725 9999. OR VISIT ANY SPECIAL RESERVE DISCOUNT STORE. SAVE JUST FIVE REDDIES TO CHOOSE ANOTHER FREE GIFT.

FREE VERTICAL STAND FOR PS2

FREE NEGCON TWIST CONTROLLER FOR PS1 & PS2

FREE RIDGE RACER

FREE SOUL BLADE

FREE ARMORINES

FREE WHEN YOU JOIN SPECIAL RESERVE FOR £6.99

FREE DVD / CD REMOTE FOR PS2

FREE GUYVER DVD

FREE RIDGE RACER 4

FREE TOSHINDEN 3

FREE UEFA STRIKER

SAVE = Saving off full recommended price. Some products listed may not yet be available and prices may change - please phone. FREE Gifts subject to availability and colour and design may vary. All prices include VAT and delivery is FREE to Members, Non-Members please add £1 postage and packing per item. Sent to press 18/4/01. E. & O. E. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts CM21 9JX

Special Reserve
Discount Network
Specialreserve.net

0870 725 9999

UKGAMES.com

7 BIG CLUB SHOPS OPEN 'TIL LATE

BASILDON
Festival Leisure Park, Basildon, Essex
☎ 01268 28 77 76

BRISTOL
351 Gloucester Road (A38), Bristol.
☎ 0117 924 5000

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
☎ 01245 348 777

EGHAM
168 High Street, Egham, Surrey.
☎ 01784 473 444

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
☎ 0115 949 1000

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
☎ 01279 322 399

UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
☎ 01708 22 55 44

WIN A PS2

£10 MILLION IN PRIZES AT WINACAR.CO.UK

GAME BOY ADVANCE & FREE CARRY CASE

ORDER NOW OR TRY INSTORE

0% FINANCE, PAY IN SIX MONTHS

10% DEPOSIT, NO MORE TO PAY FOR 6 MONTHS AND NO INTEREST, SUBJECT TO STATUS. AVAILABLE ON MAXX PCs, PS2s OR PURCHASES OVER £200 INCLUDING ONE ITEM OF HARDWARE. 0% APR IF THE BALANCE IS PAID IN FULL AFTER SIX MONTHS OR 29.8% APR EXTENDED LOAN. WRITTEN DETAILS IN THE CLUB MAGAZINE.

The Legacy Continues.....

- 4 Player cooperative action!
- 8 Different realms!
- 60 Levels!
- Dozens of attack combos!

GAUNTLET
DARK LEGACY

PlayStation.2

MIDWAY

51610

PlayStation and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Gauntlet Dark Legacy © 1998 - 2000 Midway Games West Inc. All rights reserved. MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. GAUNTLET DARK LEGACY is a trademark of Midway Games West Inc. Used by permission. Distributed under license by Midway Games Ltd.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!